GOLDEN

A GIANT COLOR/ACTIVITY BOOK

MASTERS™ OF THE UNIVERSE

EASY TEAR-OUT PAGES

A COLORING BOOK

MASTERS OF THE UNIVERSE™

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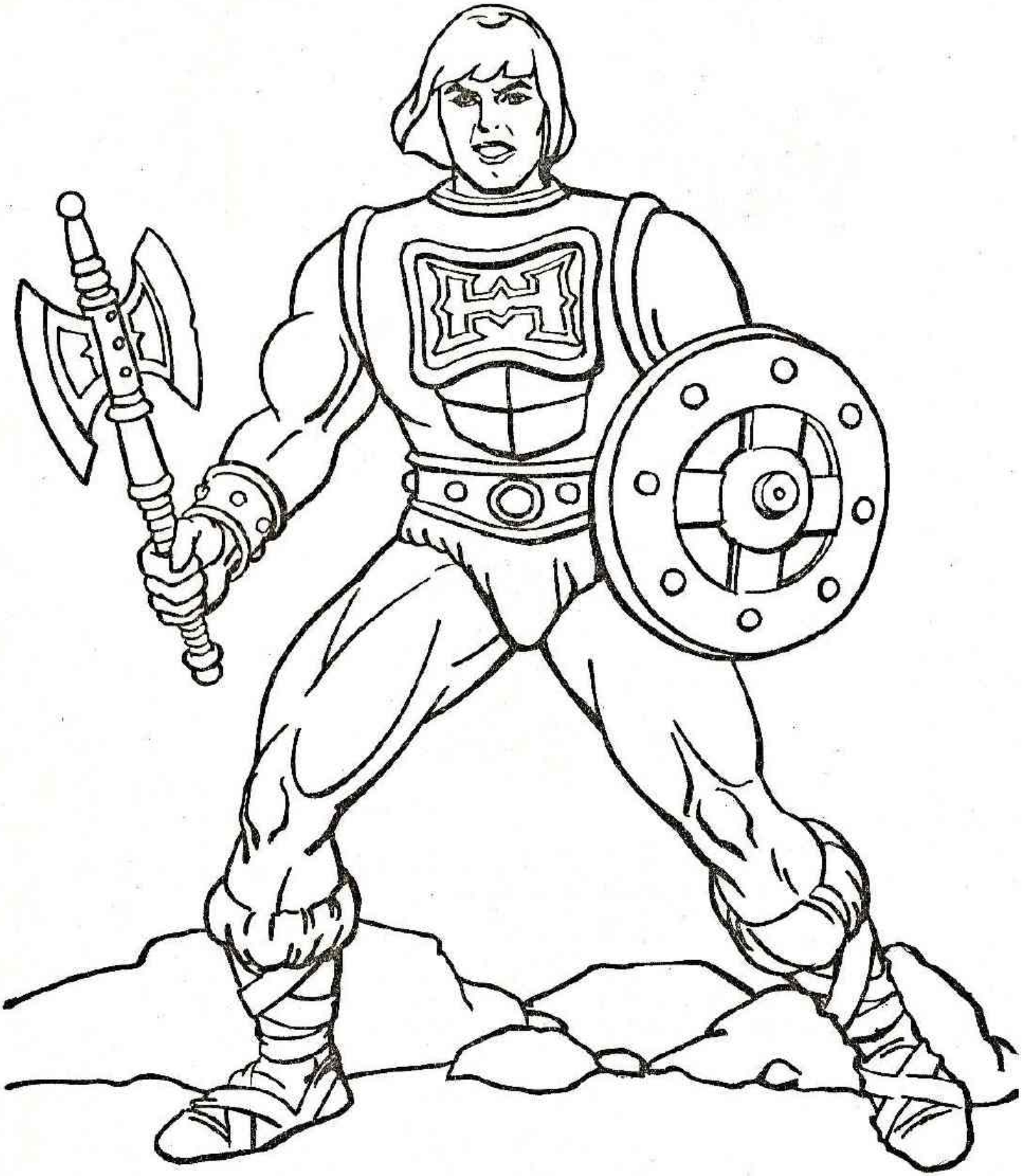
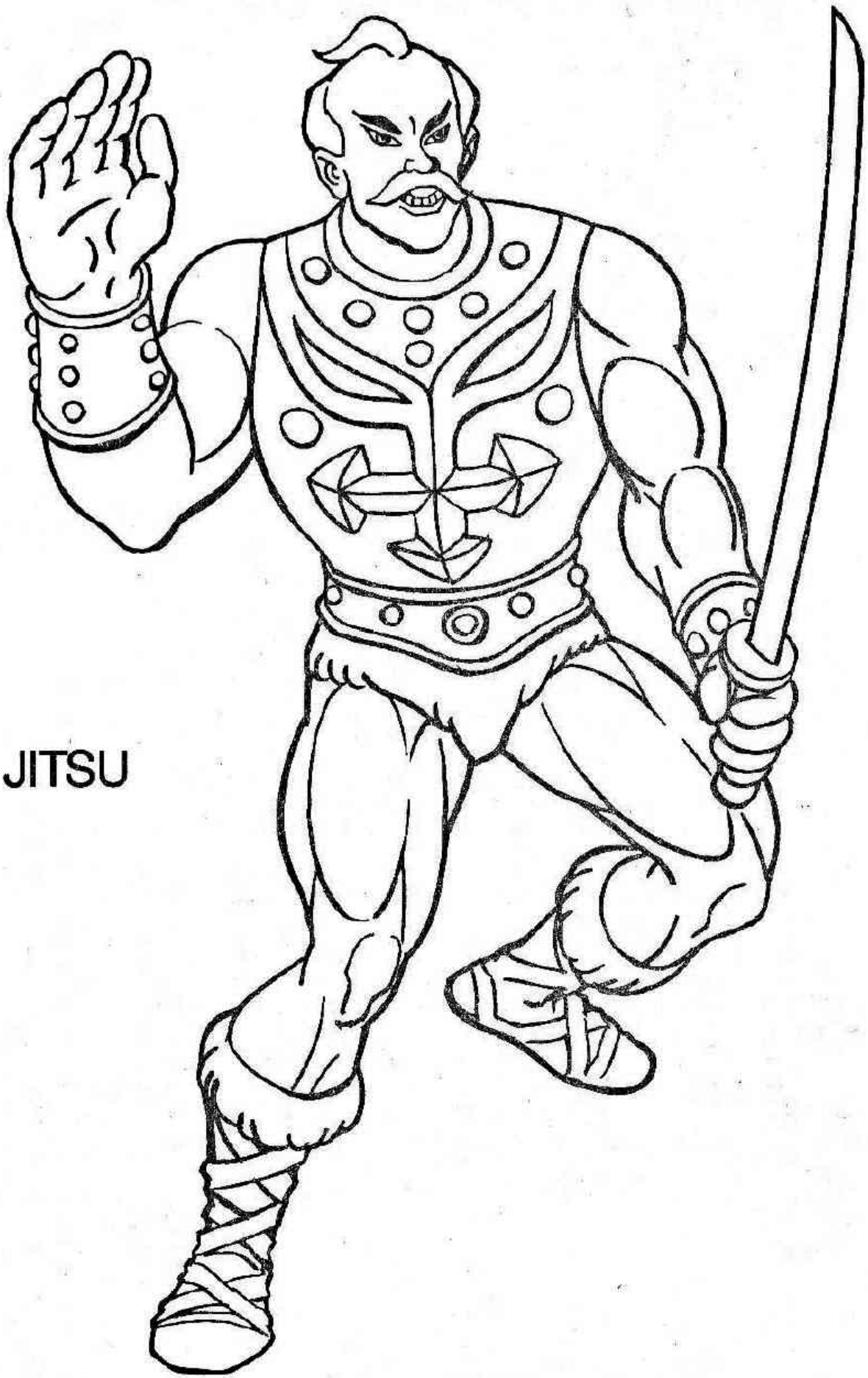
BATTLE ARMOR HE-MAN



BATTLE ARMOR SKELETOR



JITSU

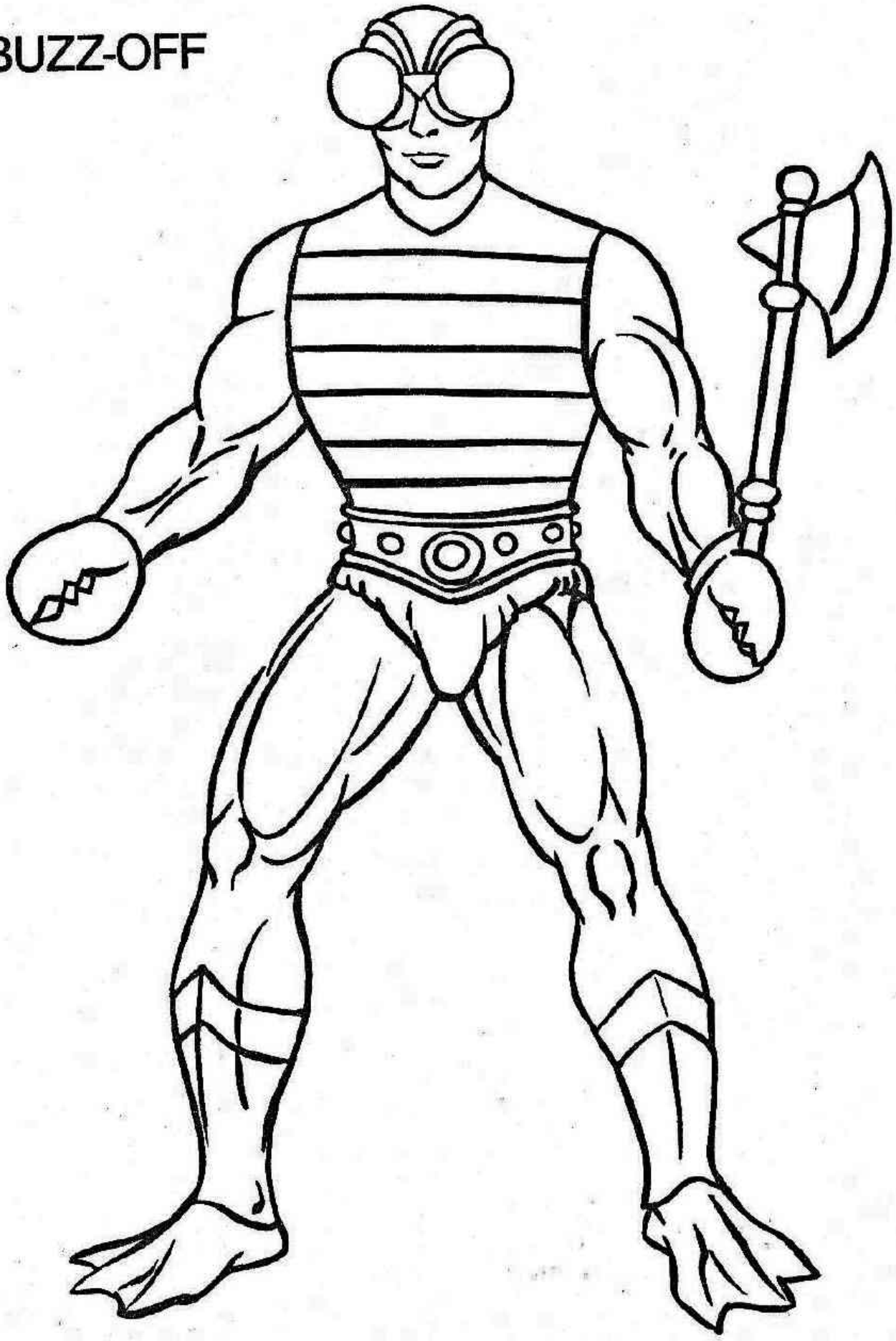
FISTO

WHIPLASH

CLAWFUL

WEBSTOR

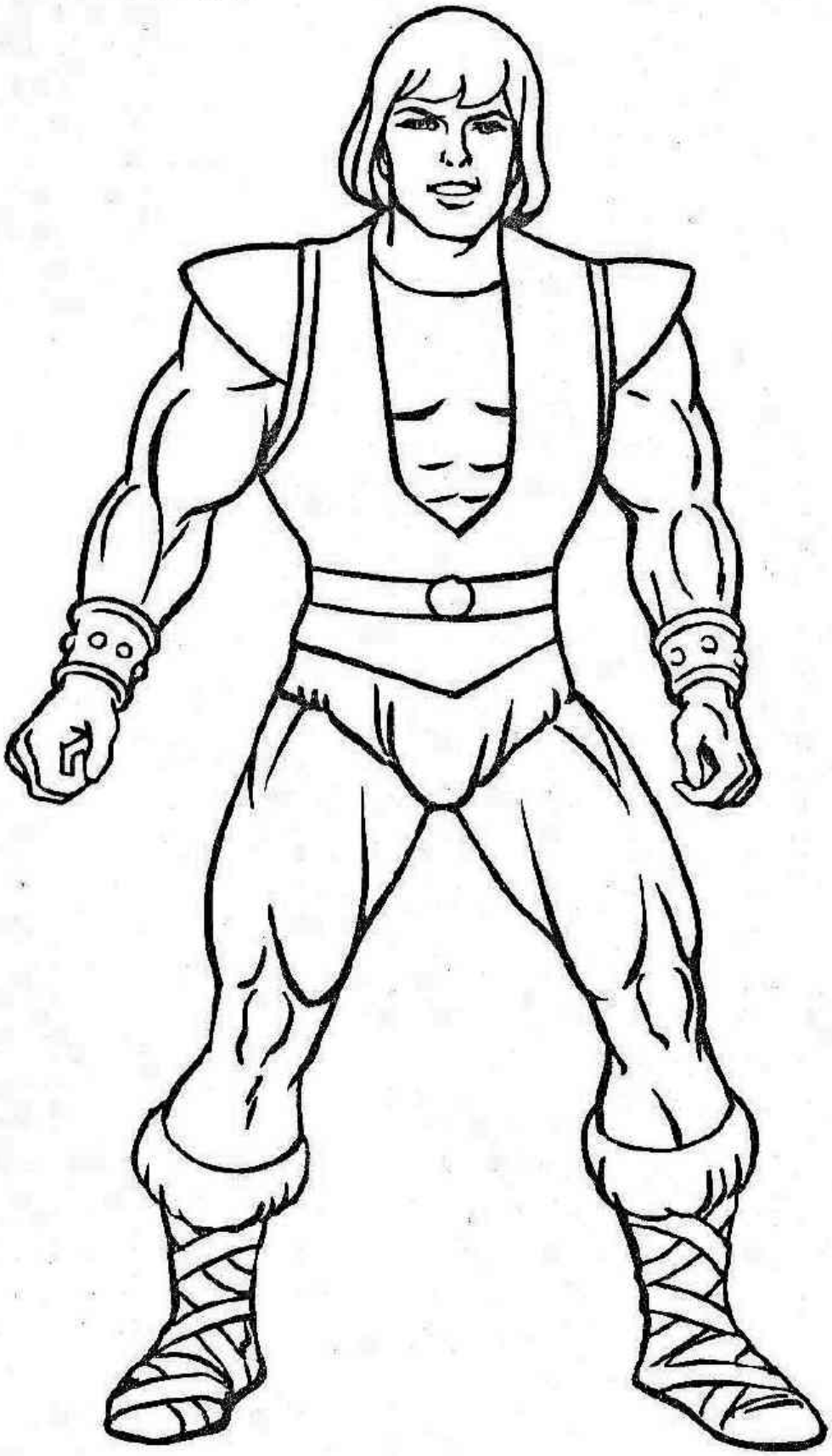
BUZZ-OFF



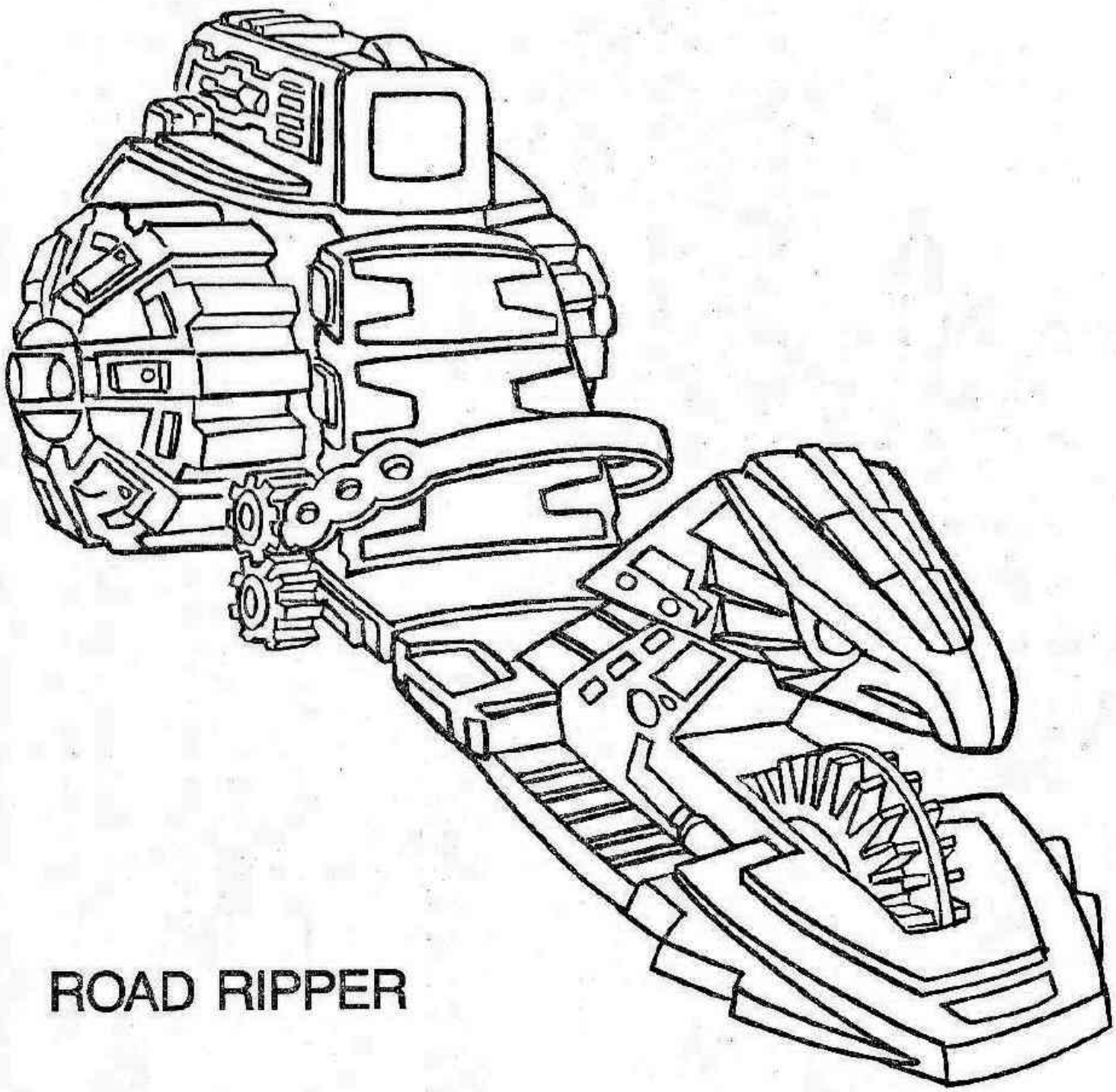
ORKO

KOBRA KHAN

PRINCE ADAM

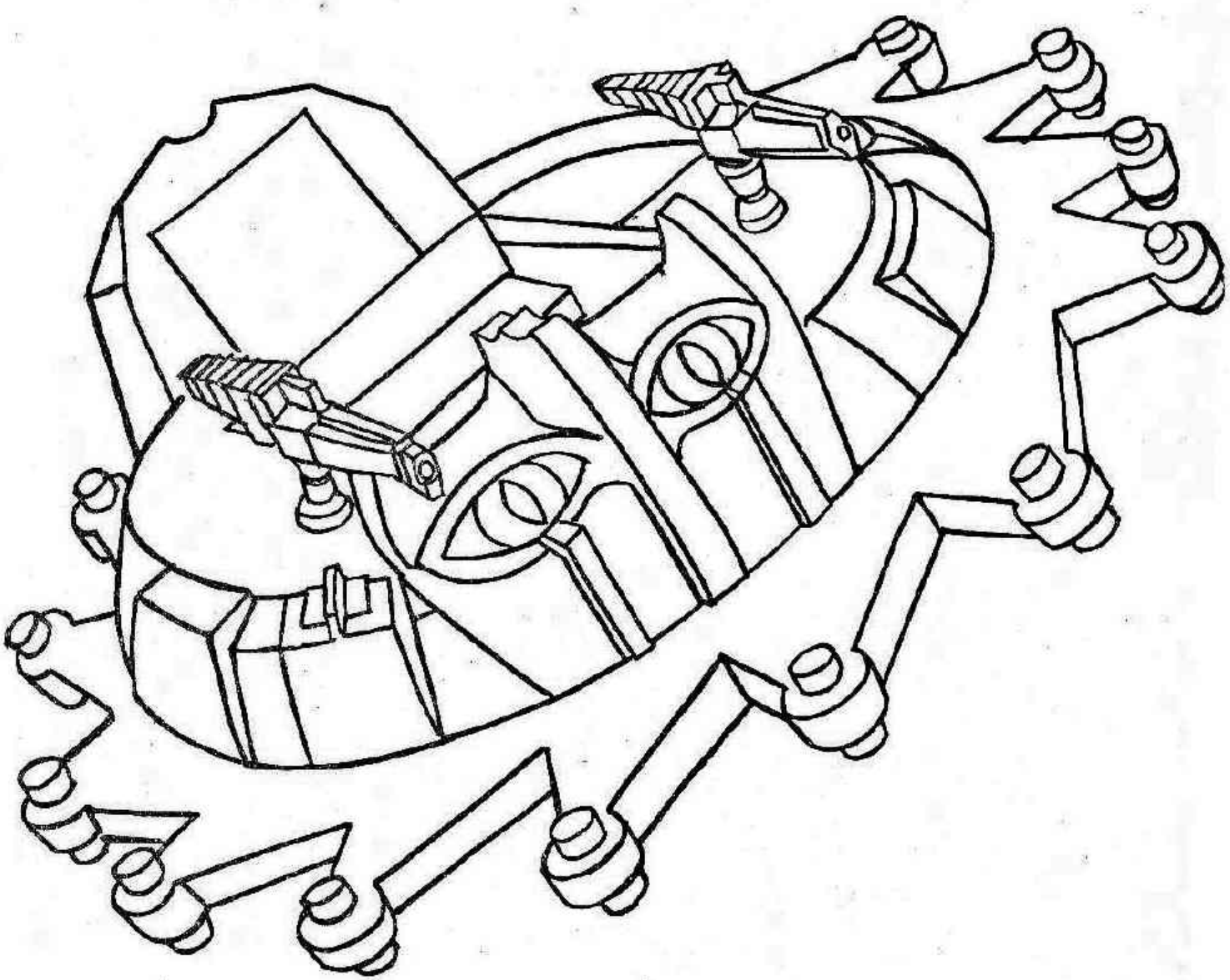


STRIDOR

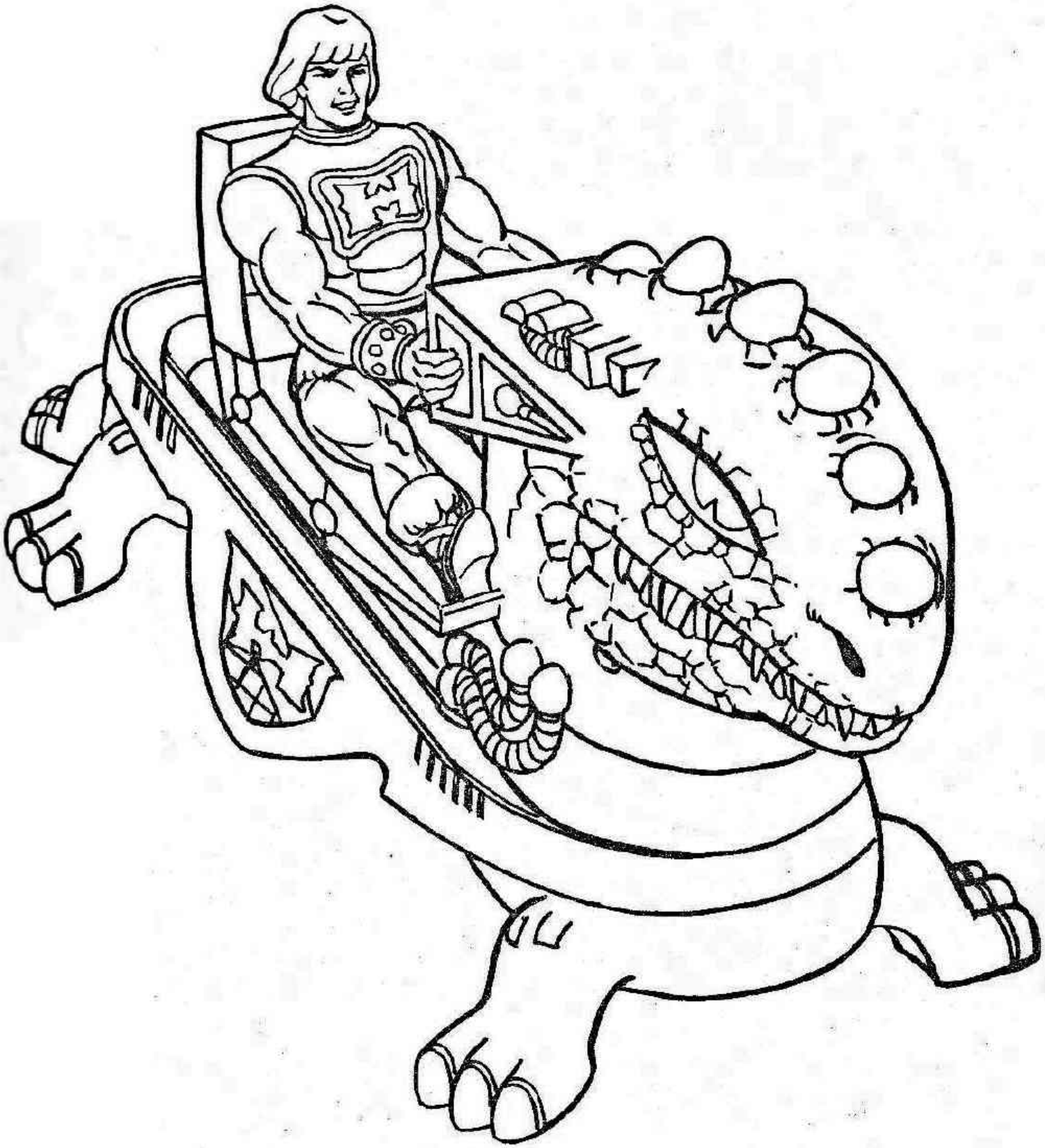


ROAD RIPPER

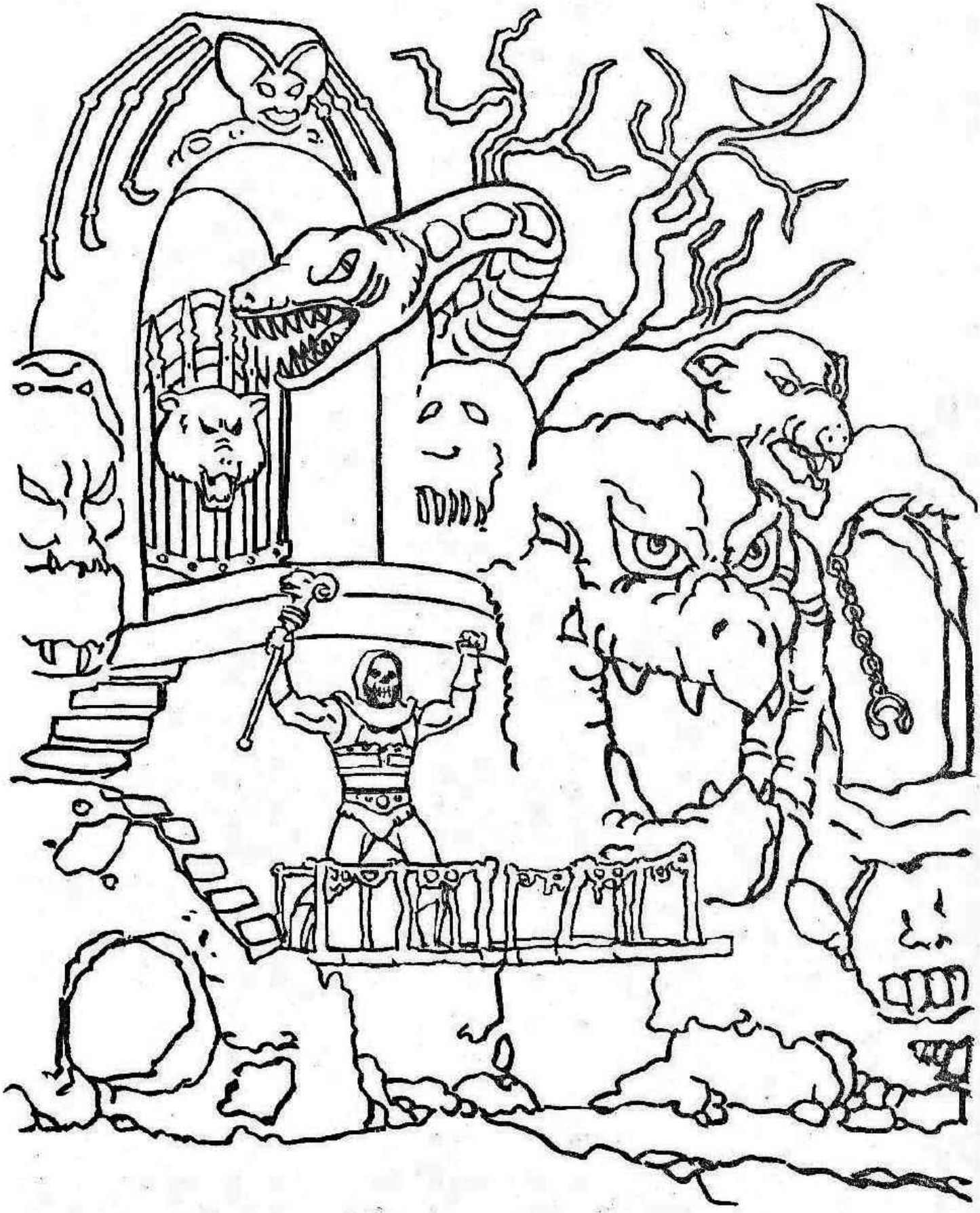
ROTON

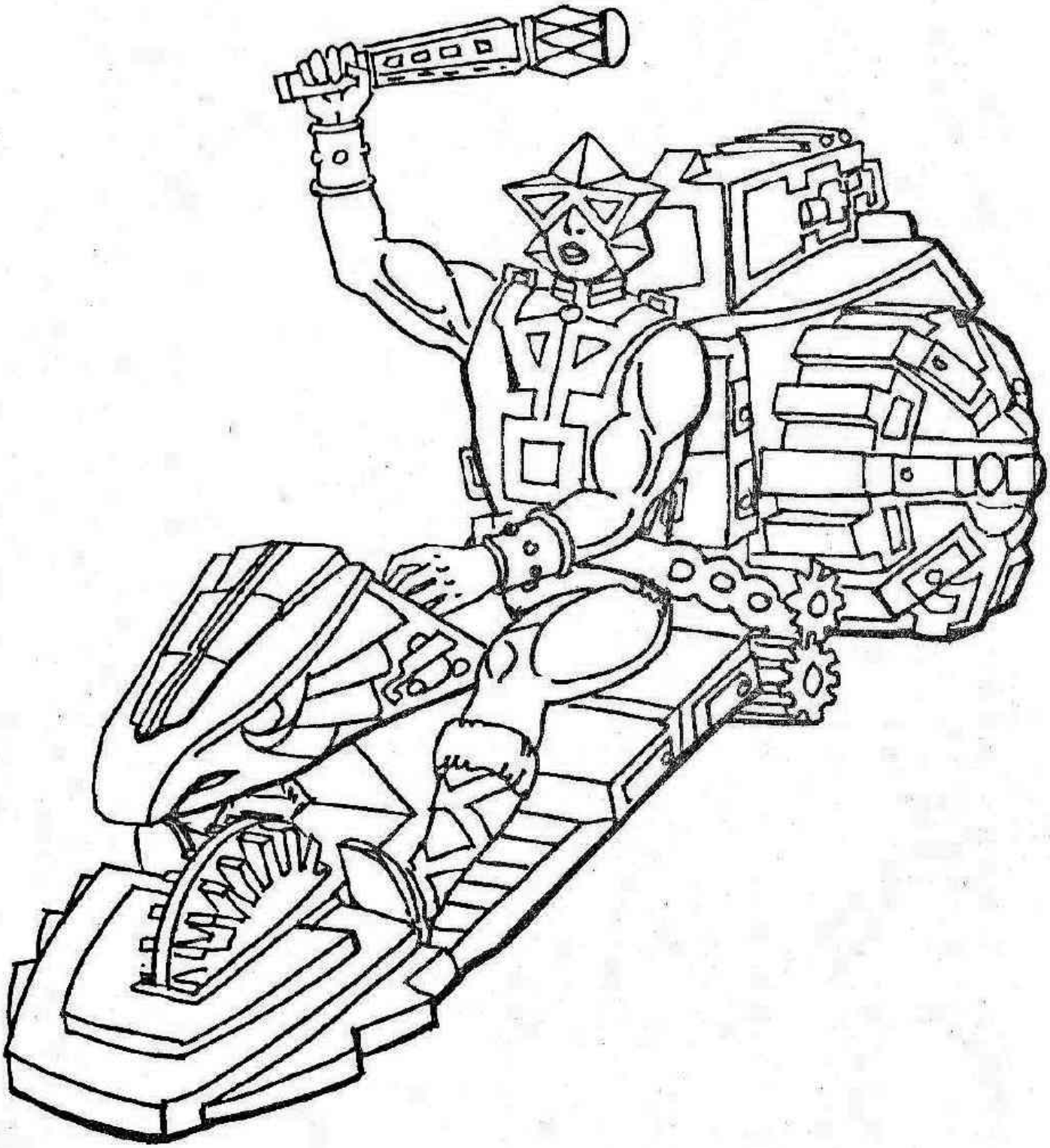


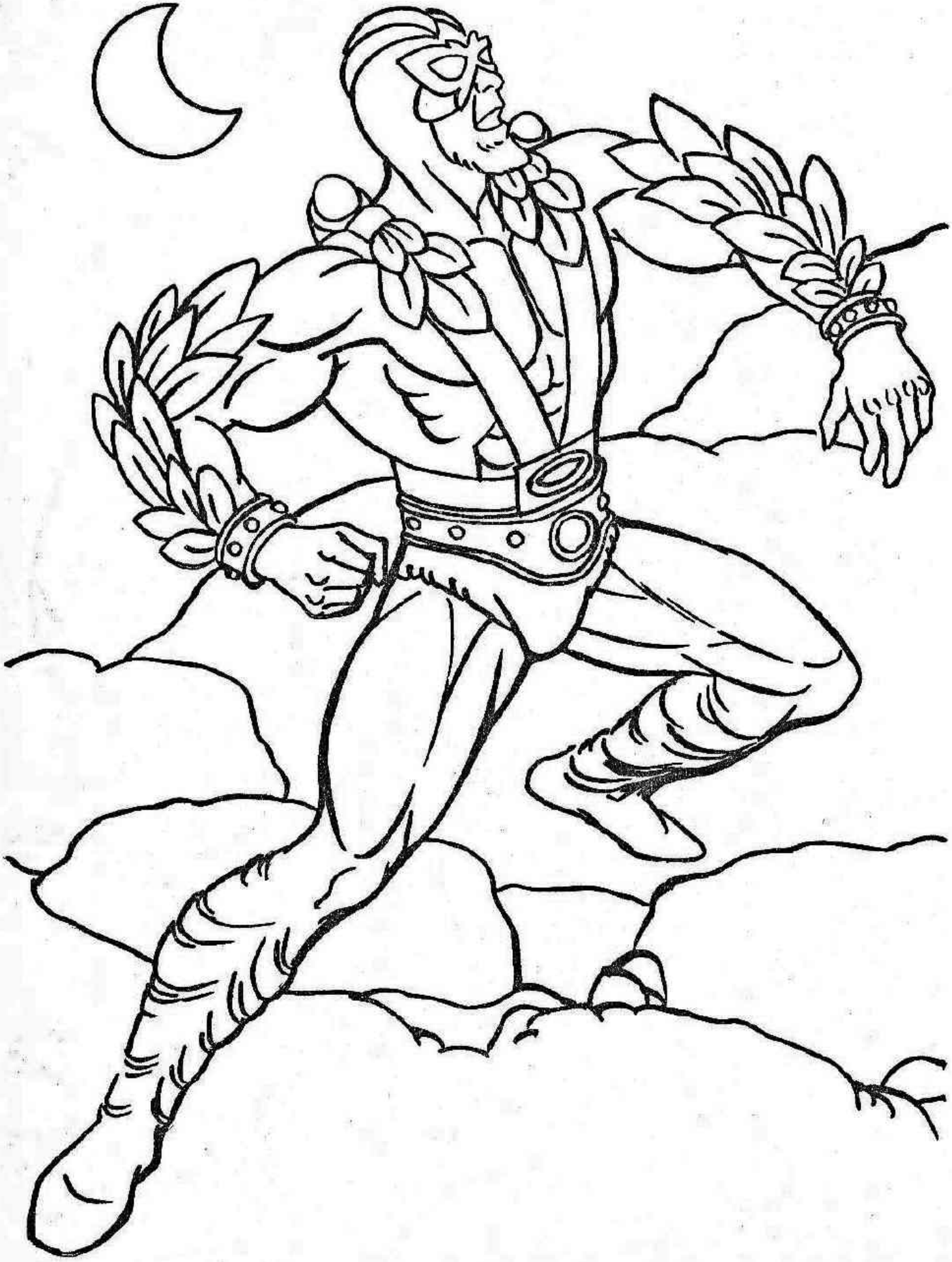
DRAGON WALKER

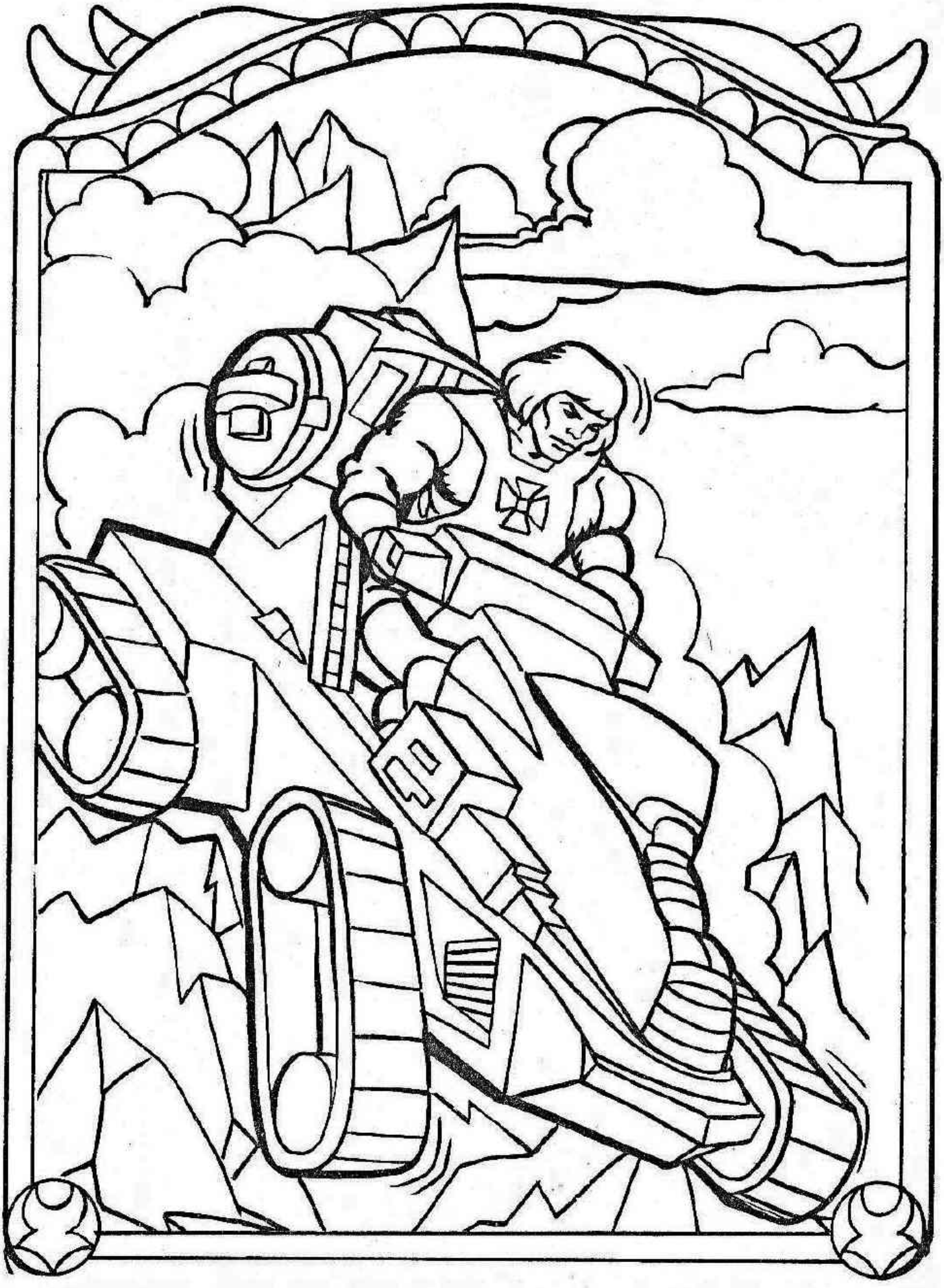


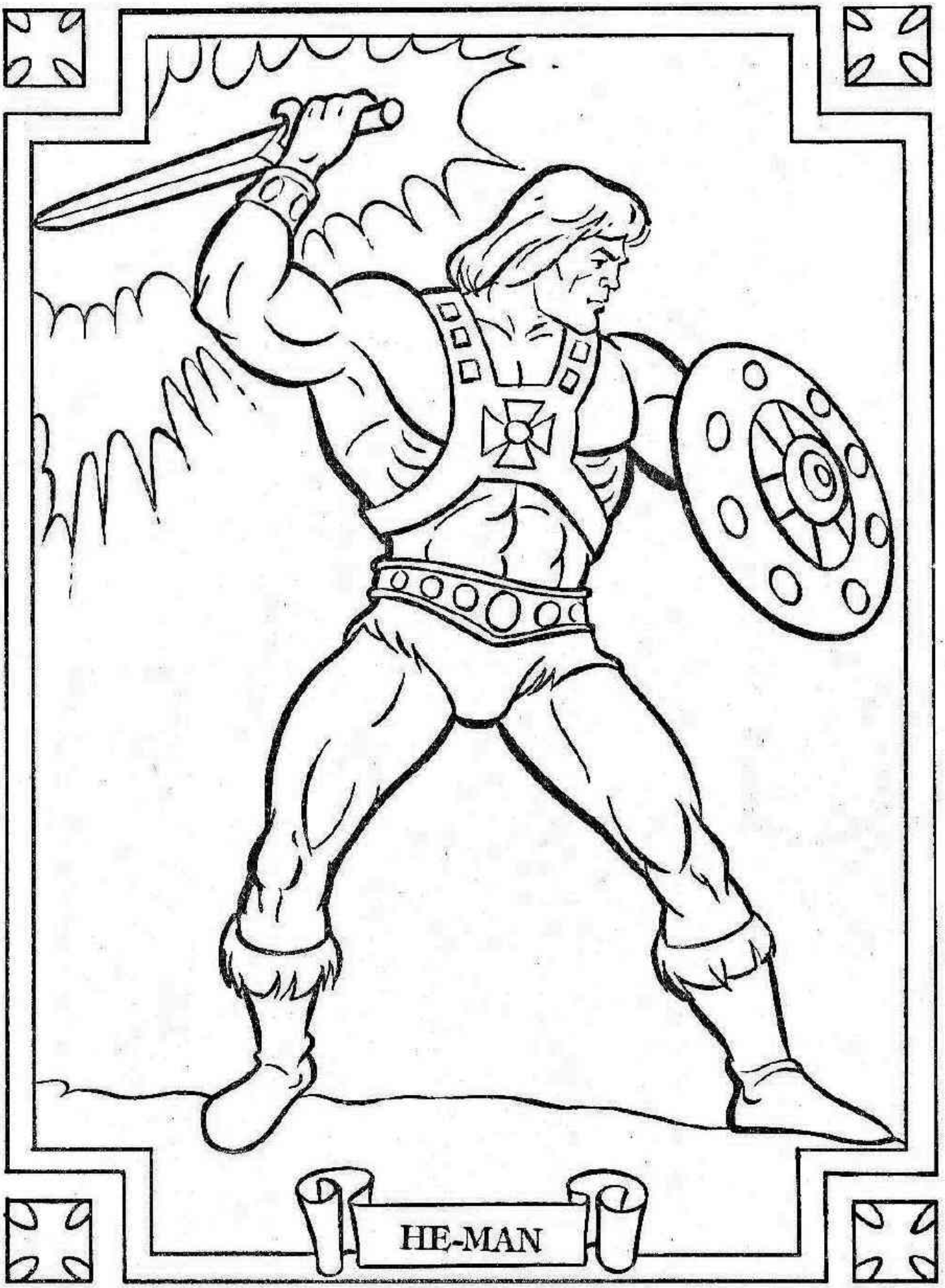
SNAKE MOUNTAIN










HE-MAN

CASTLE GRAYSKULL

BEAST MAN

MER-MAN

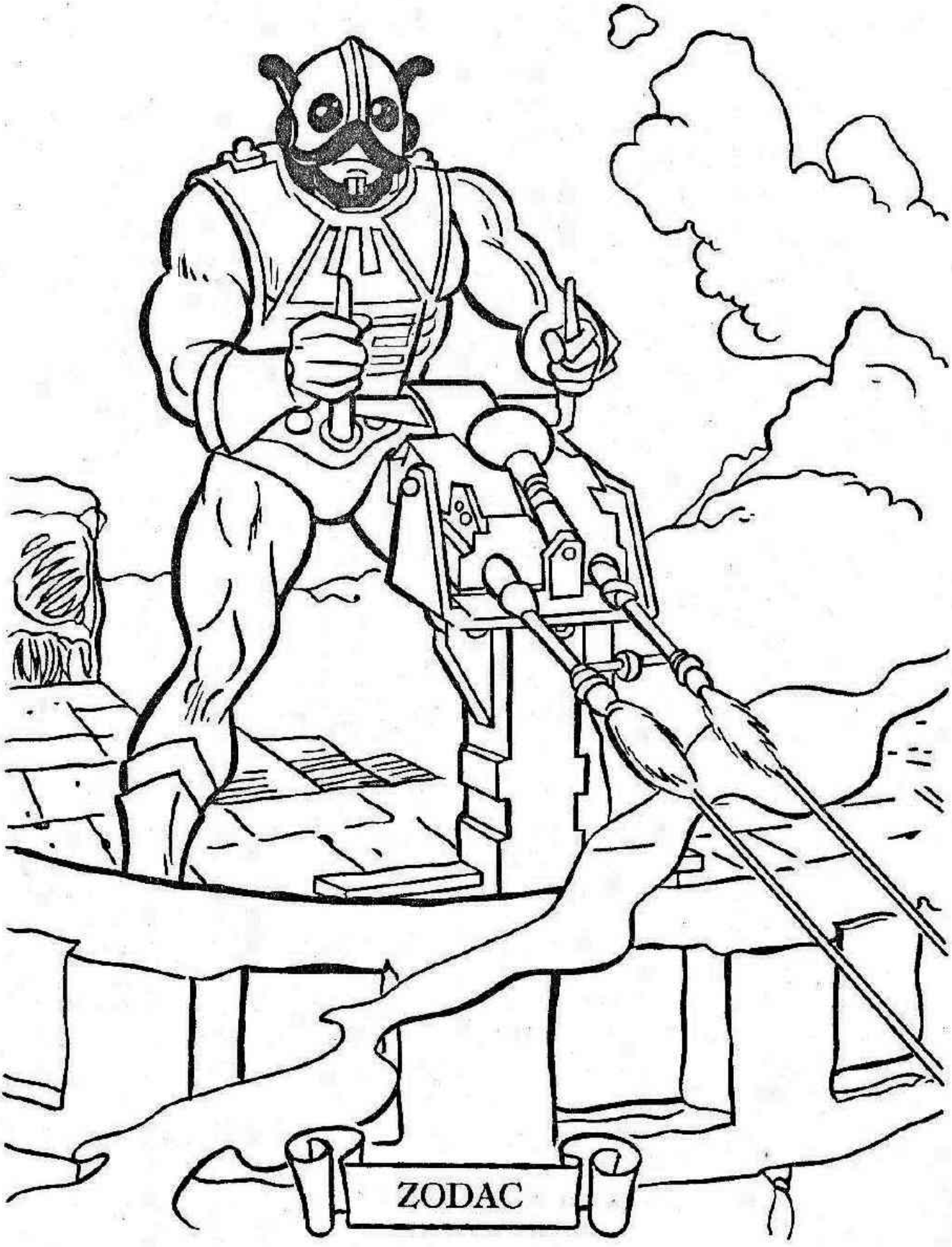
SKELETOR

STRATOS™*

TEELA

MAN-AT-ARMS

THE SORCERESS


ZODAC

RAM MAN

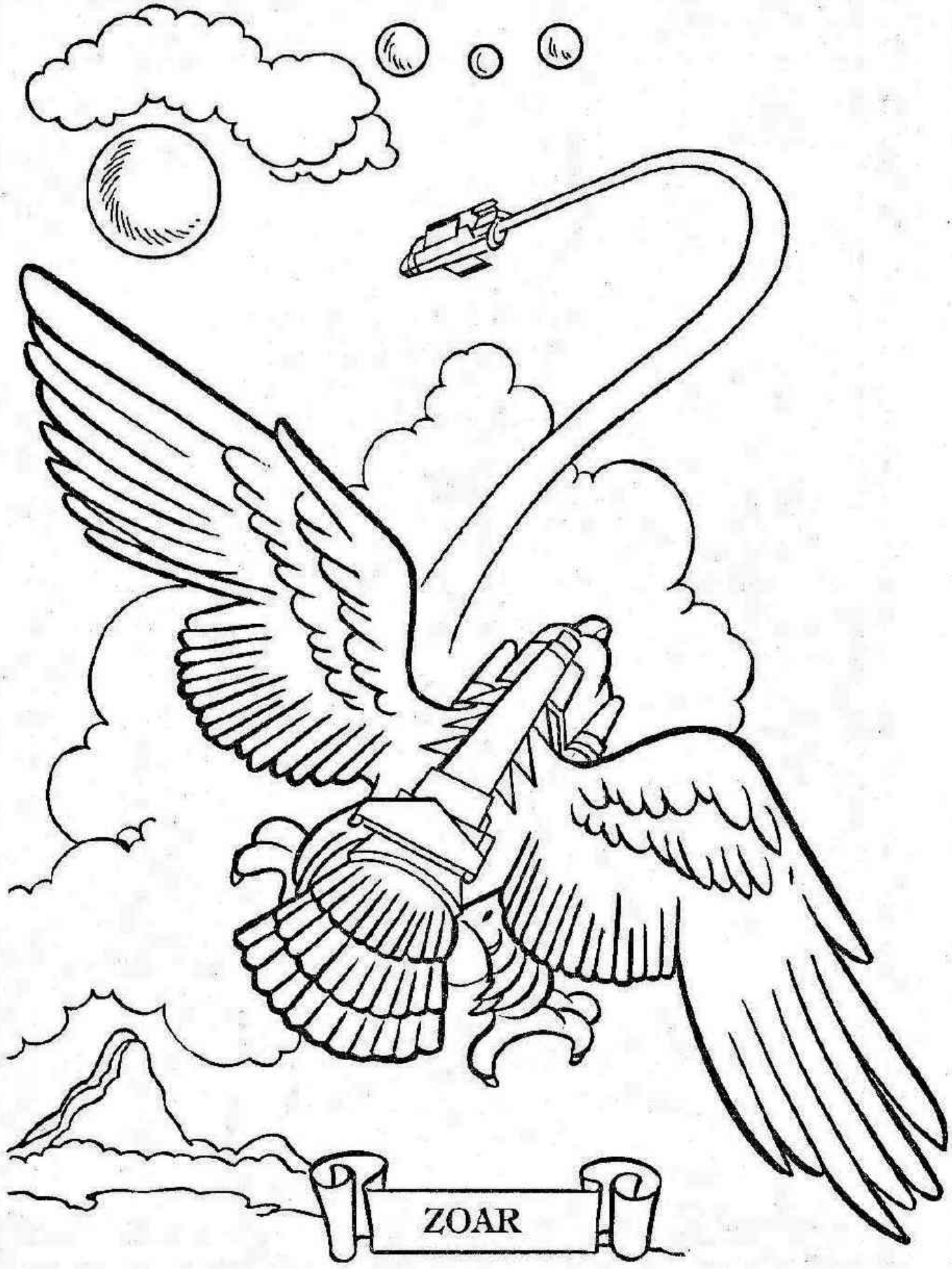
MAN-E-FACES

FAKER

TRAP JAW

TRI-KLOPS

EVIL-LYN

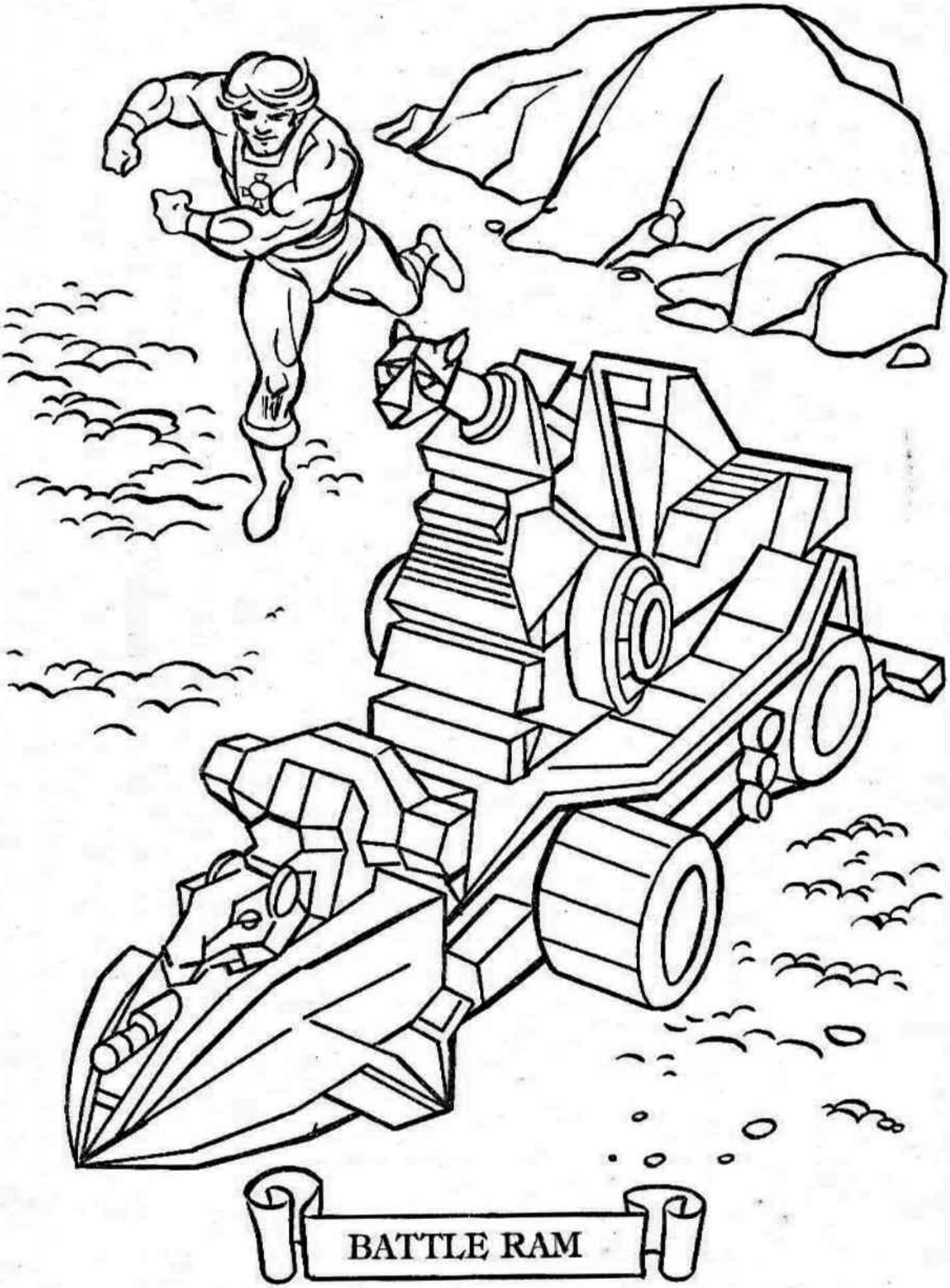

ZOAR

BATTLE CAT

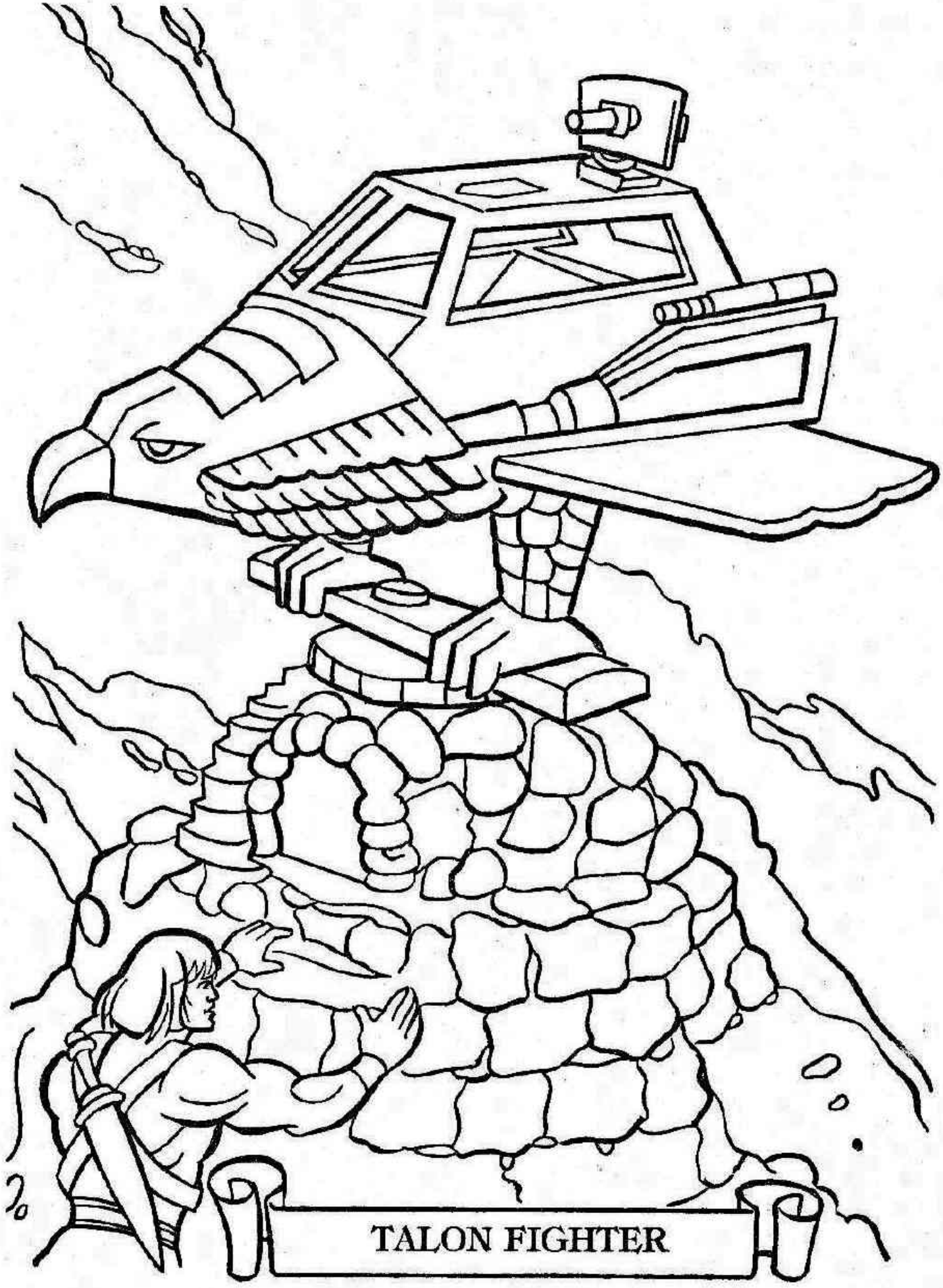
SCREEECH

PANTHOR

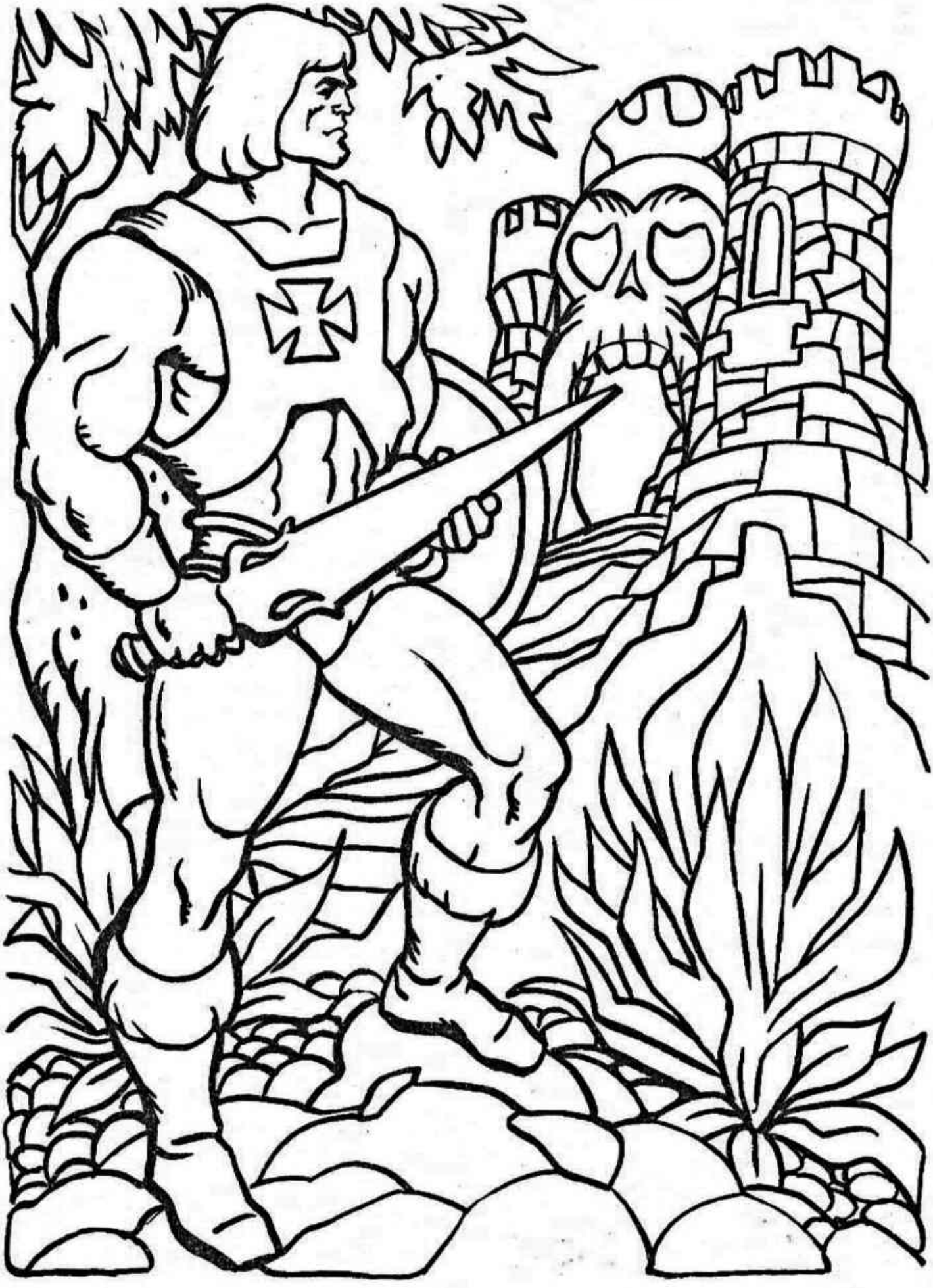
WIND RAIDER

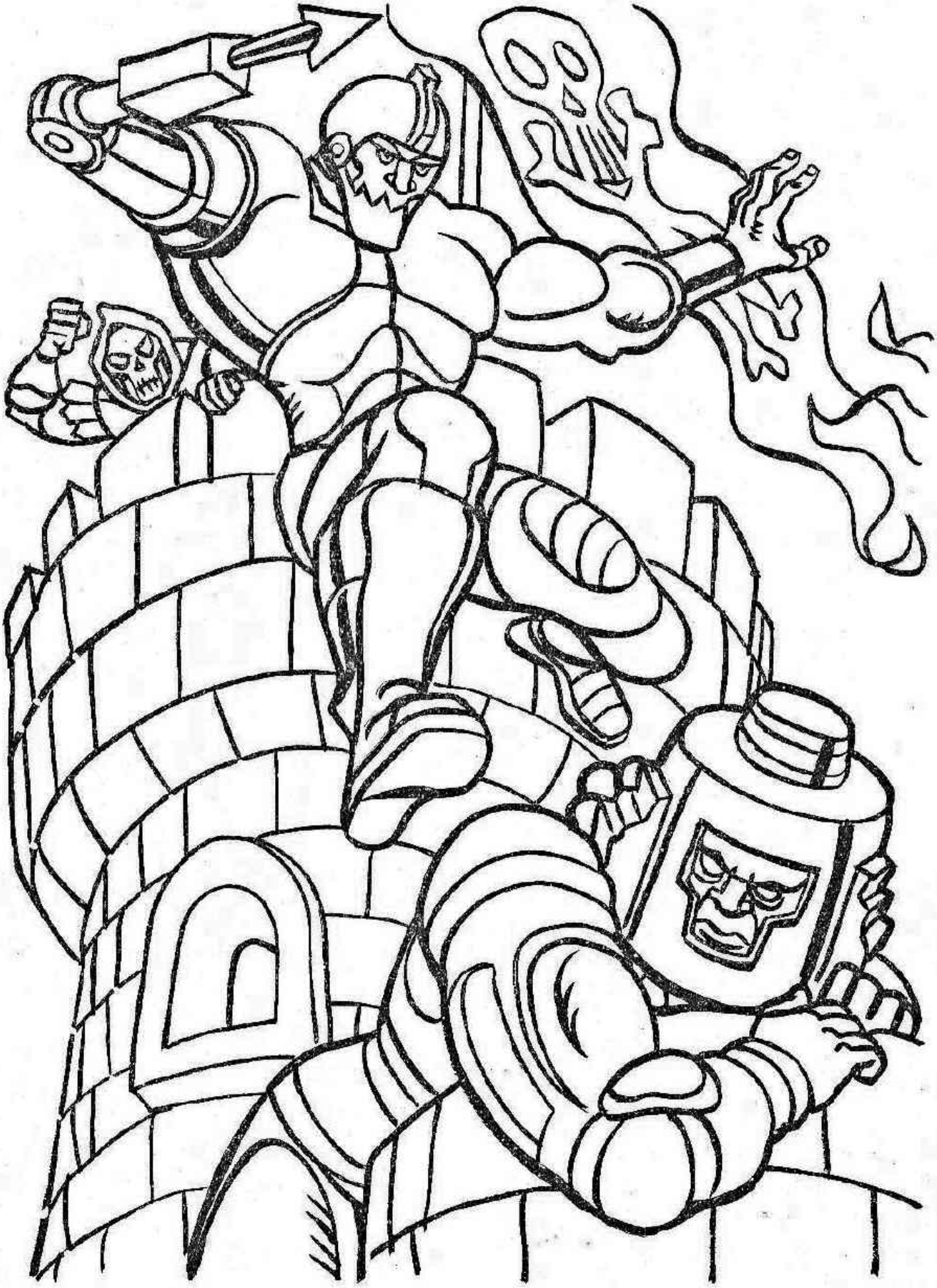

BATTLE RAM

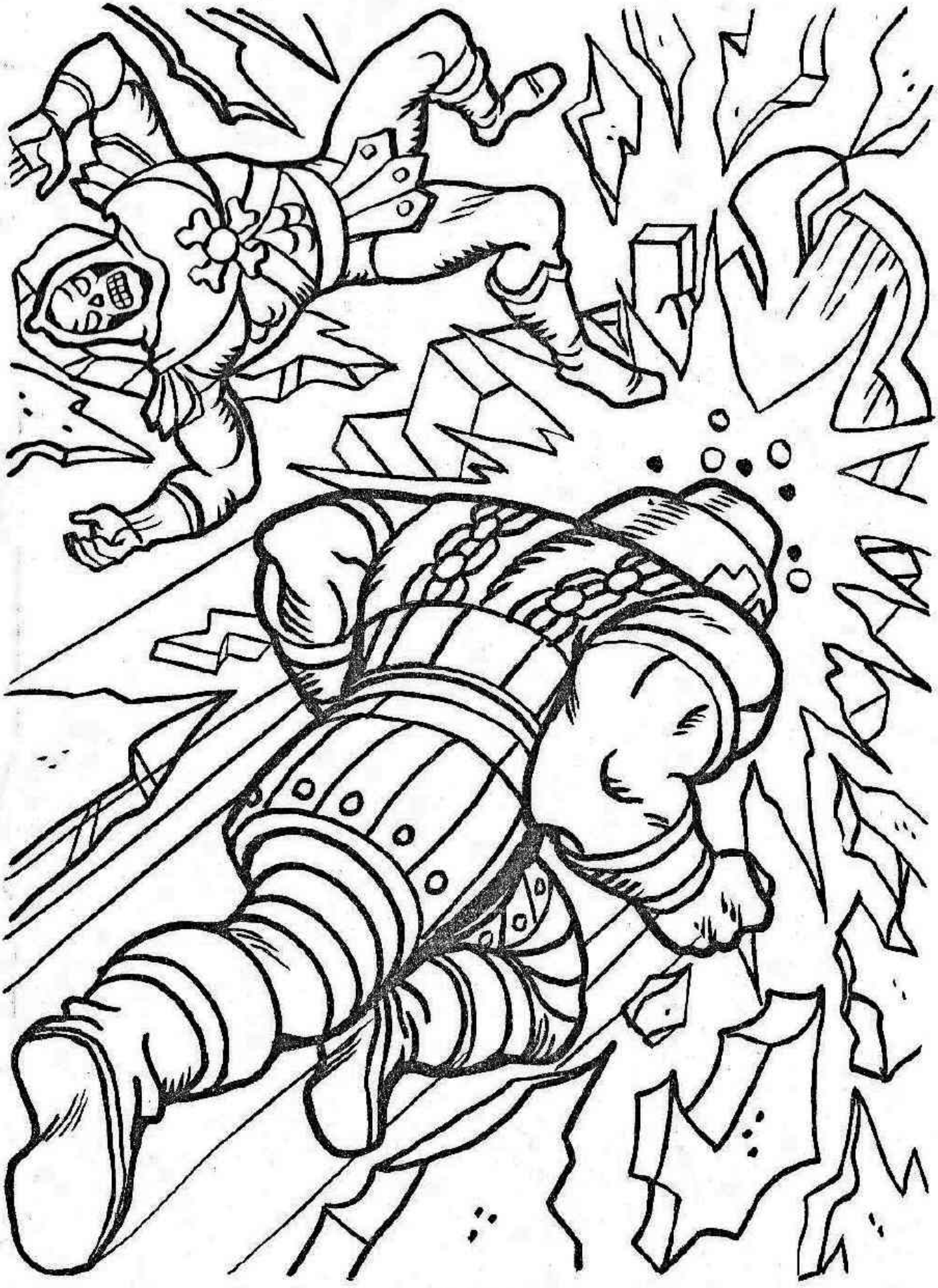
ATTAK TRAK

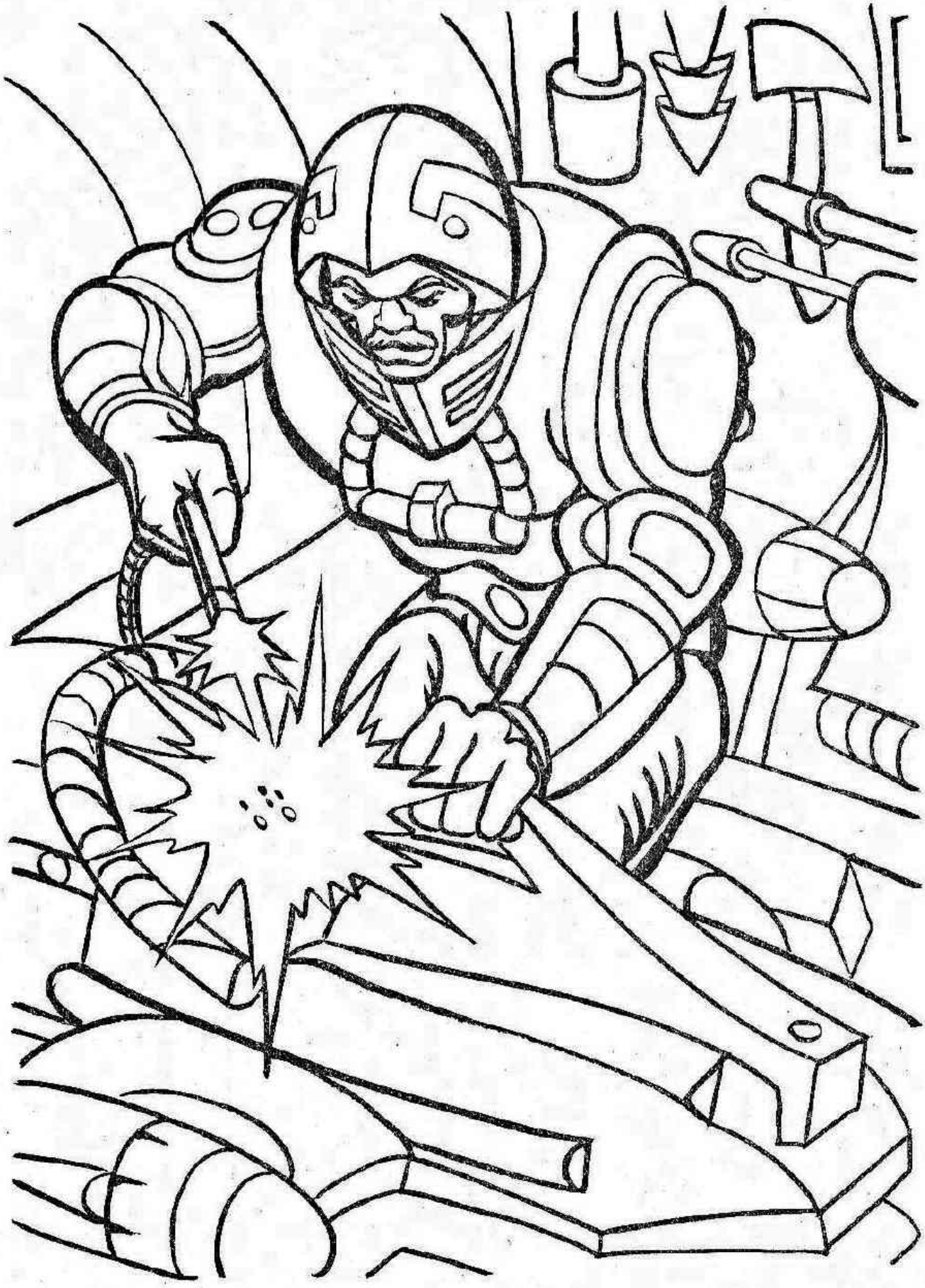


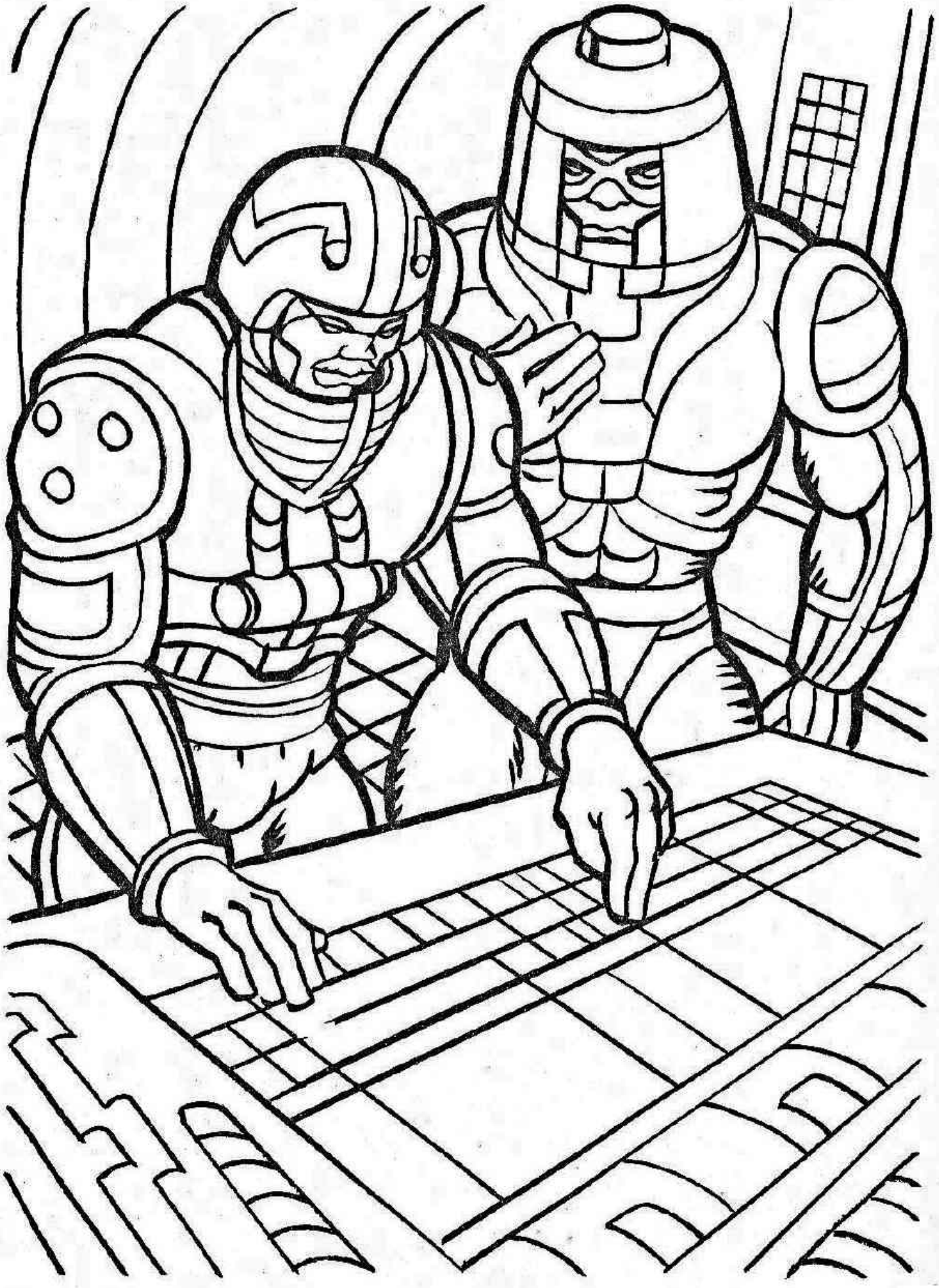
TALON FIGHTER

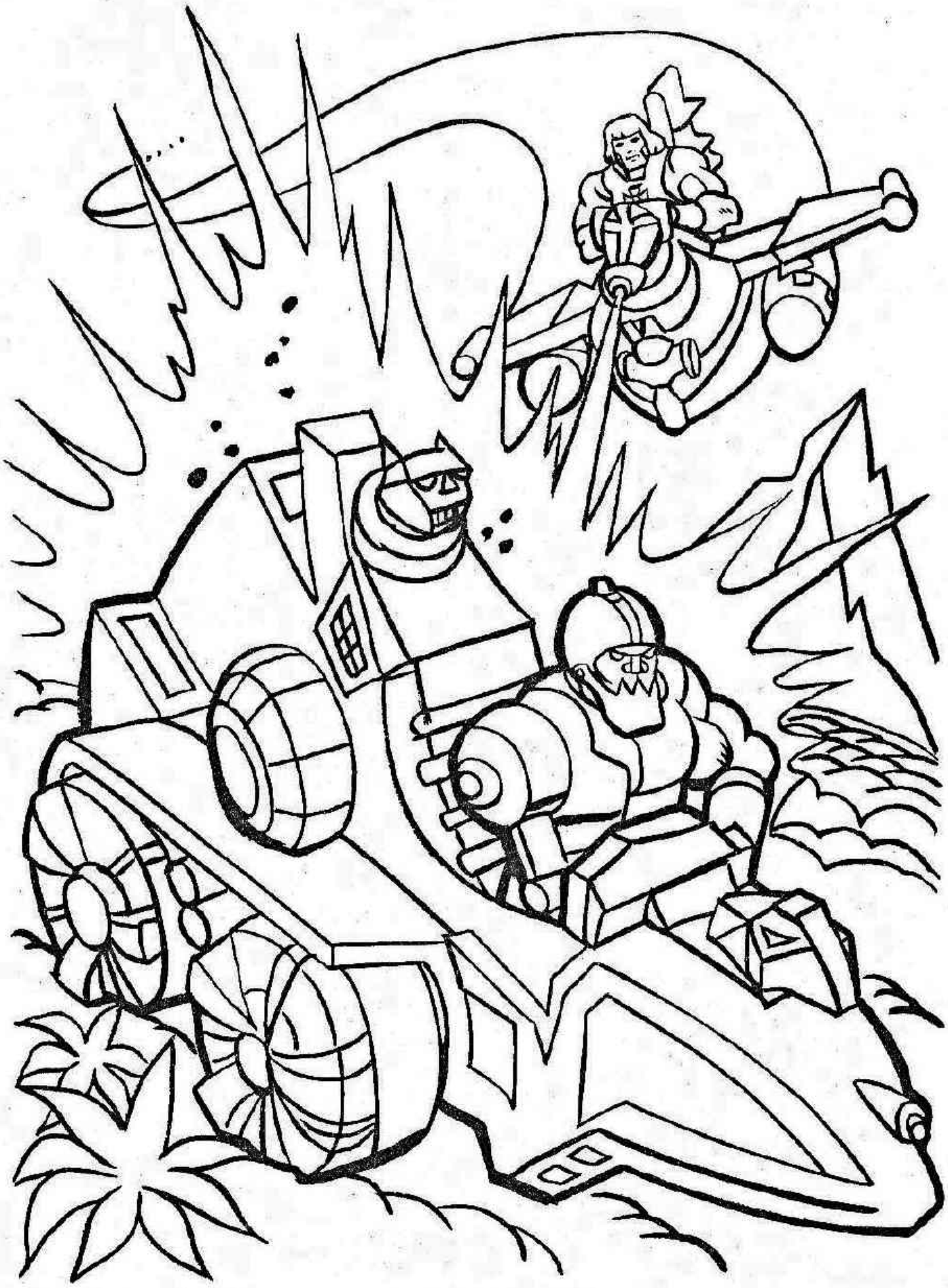


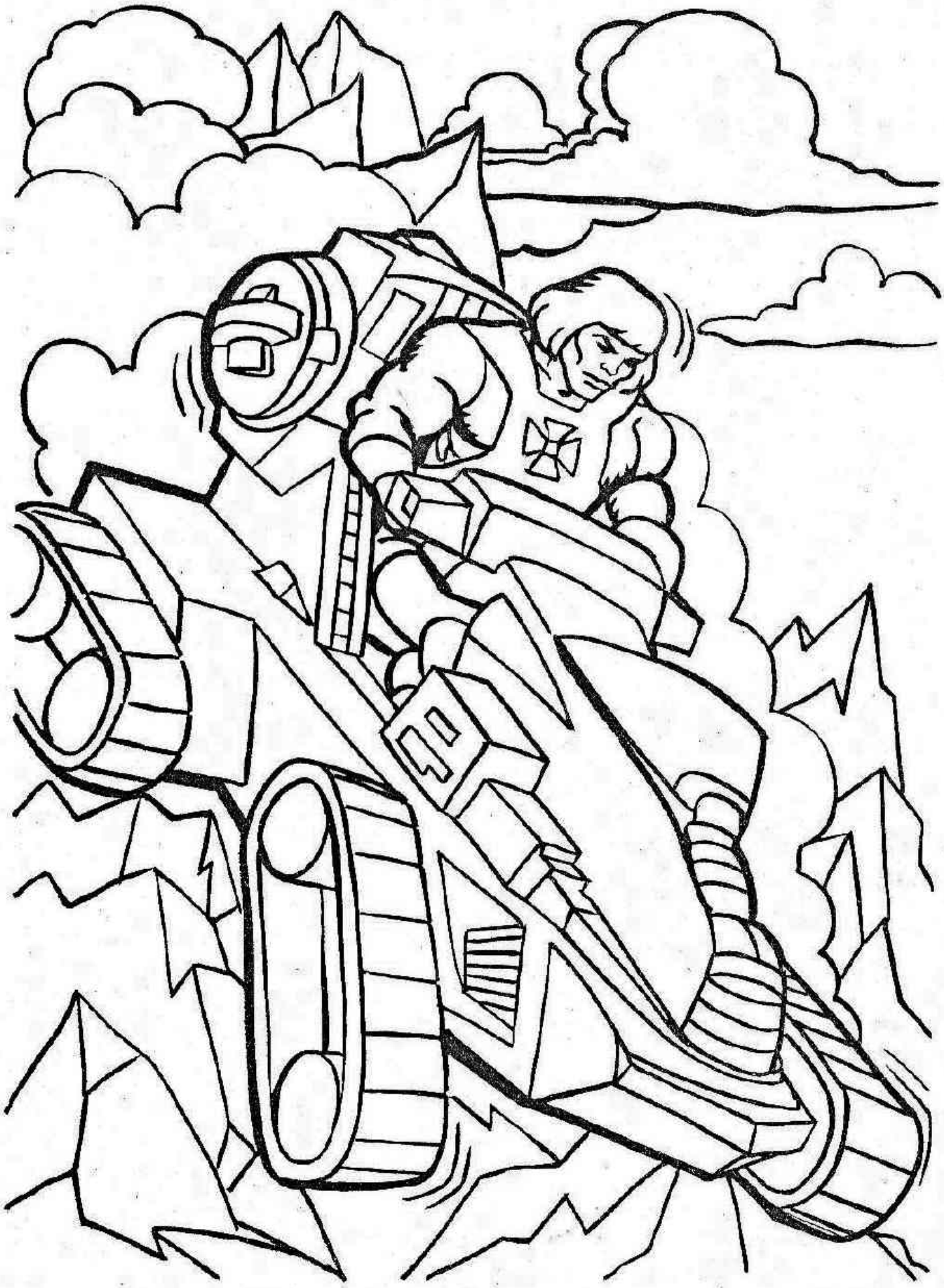










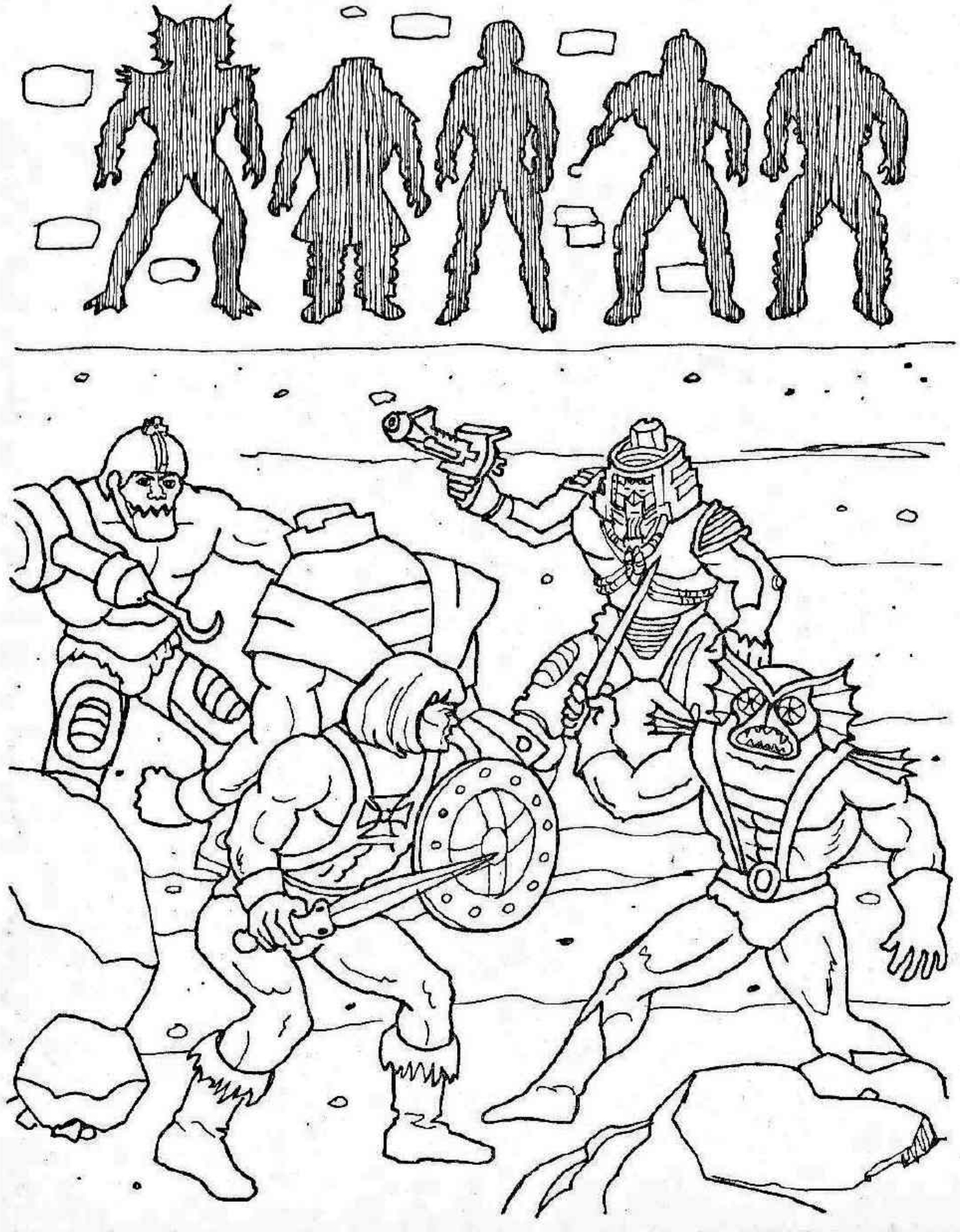


NO MATCH FOR **TEELA**

Oh, Oh! EVIL-LYN has helped herself to some of Eternia's royal jewels! Each case should hold matched sets of jewelry pieces and gems. Help TEELA find the box which does.

BEYOND A SHADOW OF A DOUBT. . .

A flash of laser light left the shadows of these Eternians imprinted on this castle wall. Draw lines to connect each shadow with the one who cast it.

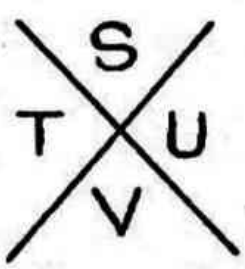


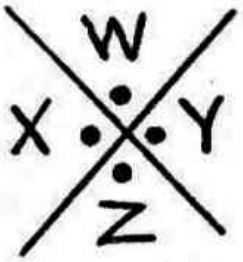
WINGED-MESSENGER

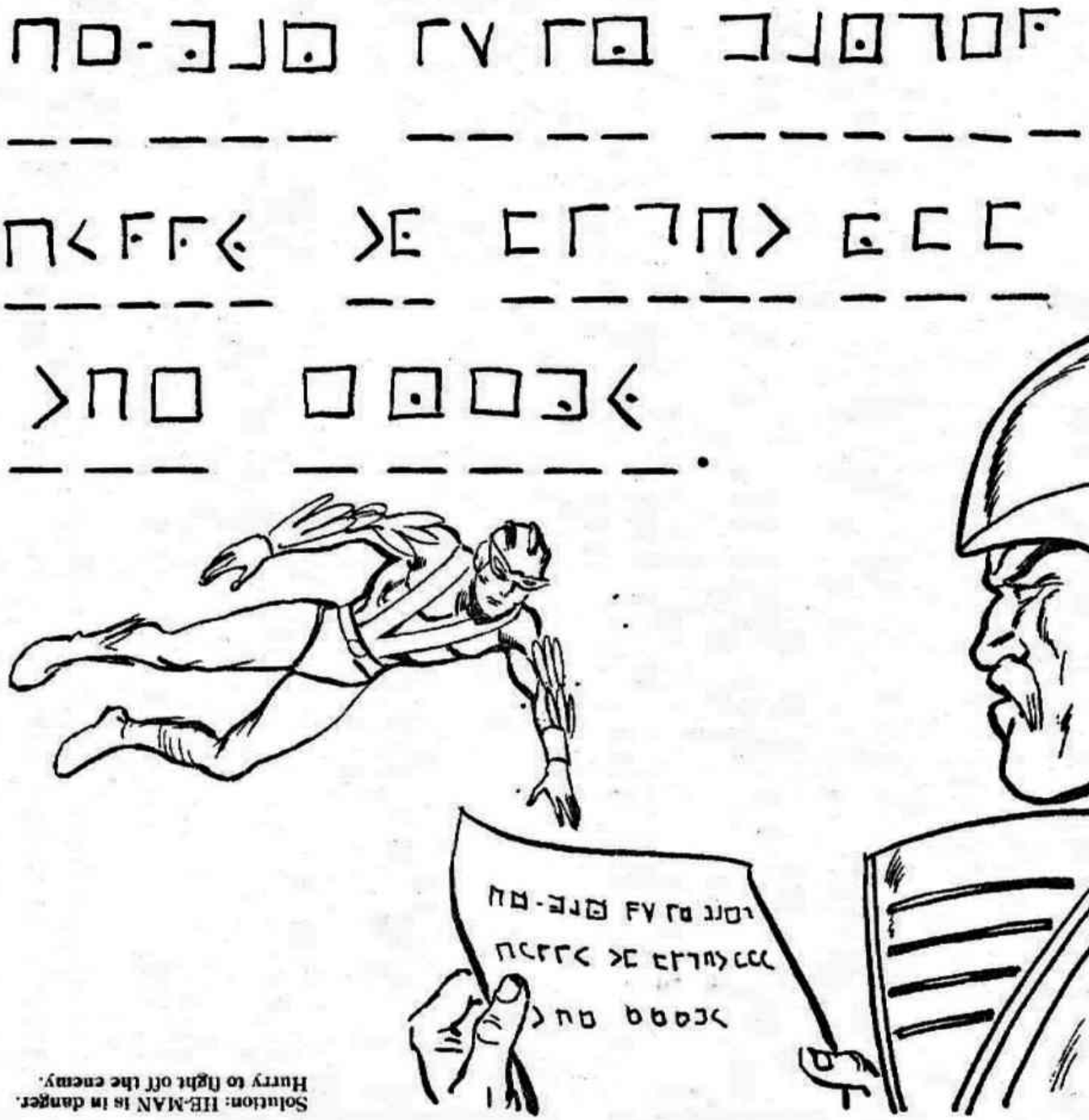
STRATOS has just delivered an urgent message to MAN-AT-ARMS. Use the code below to find out what is going on.

A	B	C
D	E	F
G	H	I

J	K	L
M	N	O
P	Q	R



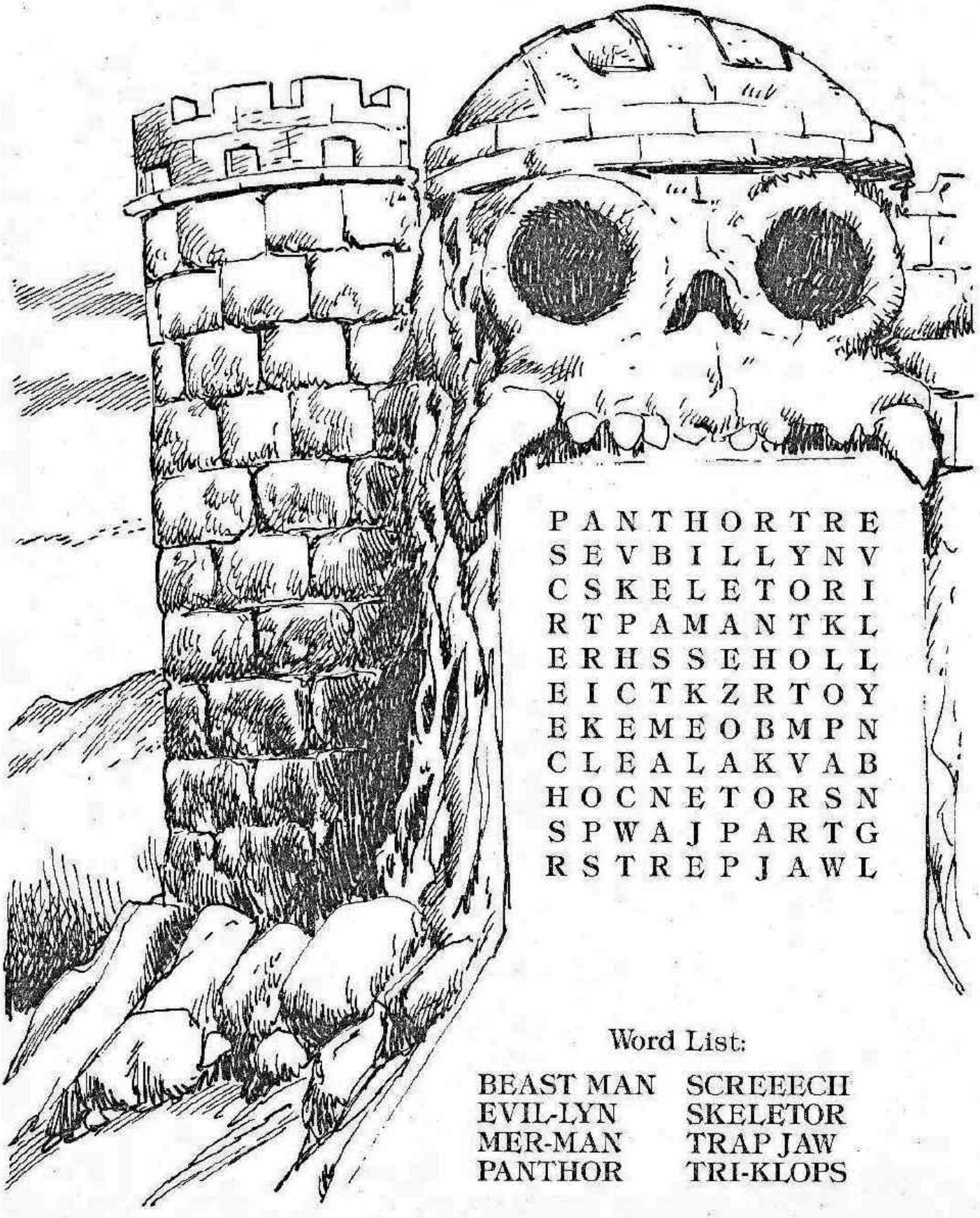




Solution: HE-MAN is in danger. Hurry to fight off the enemy.

GOOD VS. EVIL WORD SEARCH

The MASTERS OF THE UNIVERSE who represent good have come together for a meeting inside the CASTLE GRAYSKULL. Circle words up, down, across, back and diagonally to find out who they are.



P A N T H O R T R E
S E V B I L L Y N V
C S K E L E T O R I
R T P A M A N T K L
E R H S S E H O L L
E I C T K Z R T O Y
E K E M E O B M P N
C L E A L A K V A B
H O C N E T O R S N
S P W A J P A R T G
R S T R E P J A W L

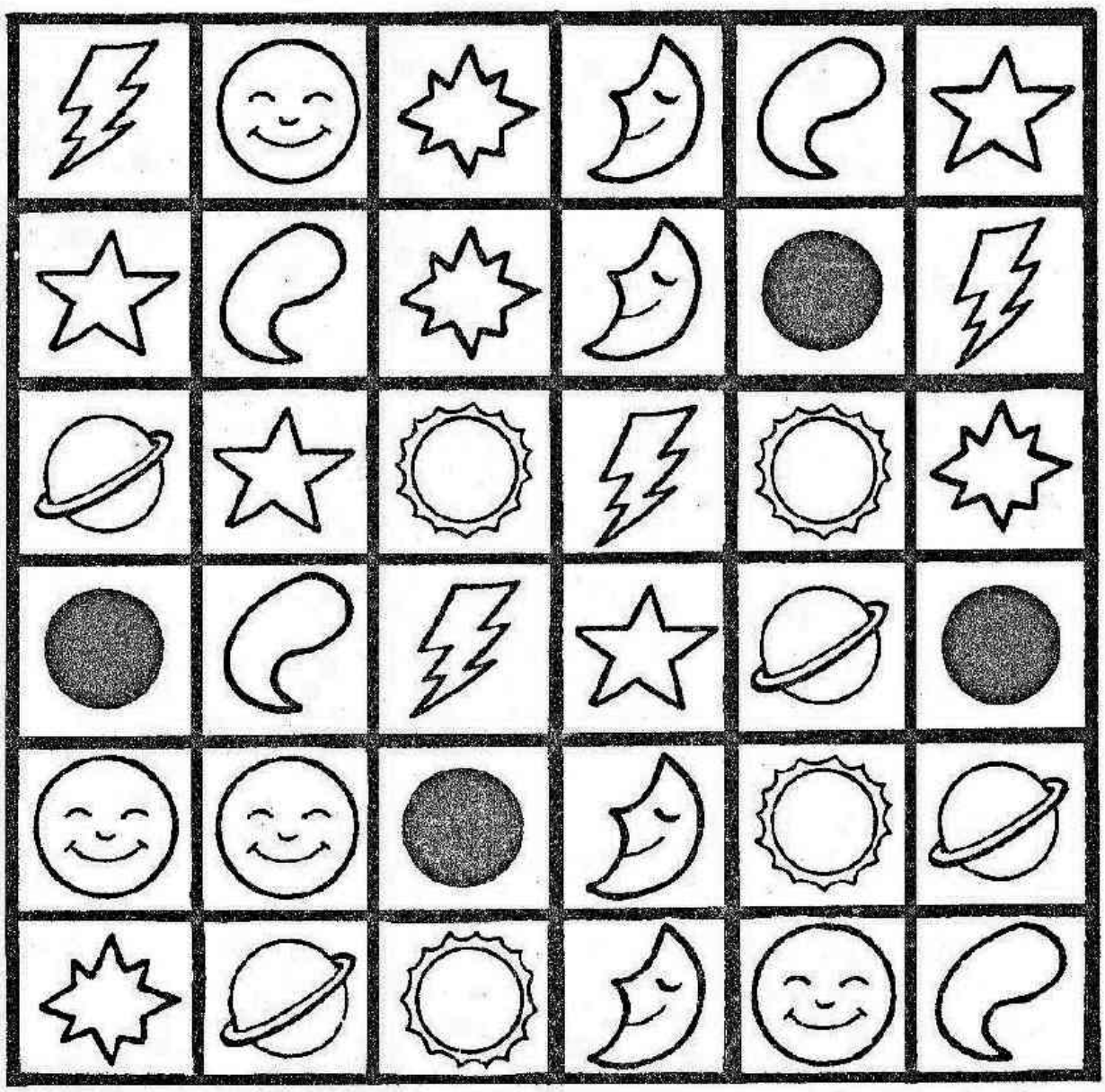
Word List:

BEAST MAN
EVIL-LYN
MER-MAN
PANTHOR
SCREEECH
SKELETOR
TRAP JAW
TRI-KLOPS

HE-MAN must go to battle with his worst enemy. Connect the dots so he will be prepared to fight SKELETOR.

COSMIC COLLECTION

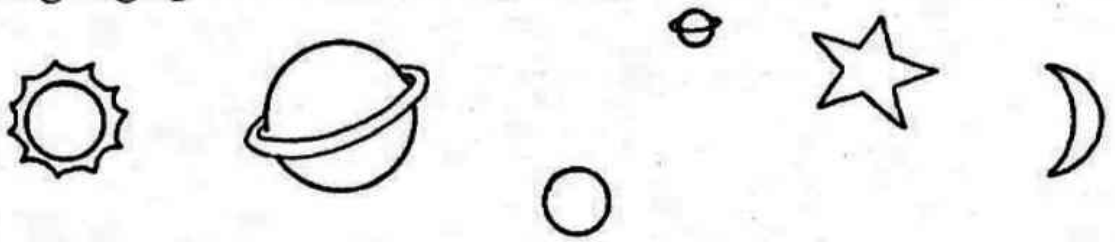
Can you help the sorceress divide the energy forces of Eternia's cosmos into four areas, each of which would contain exactly nine different cosmic bodies?

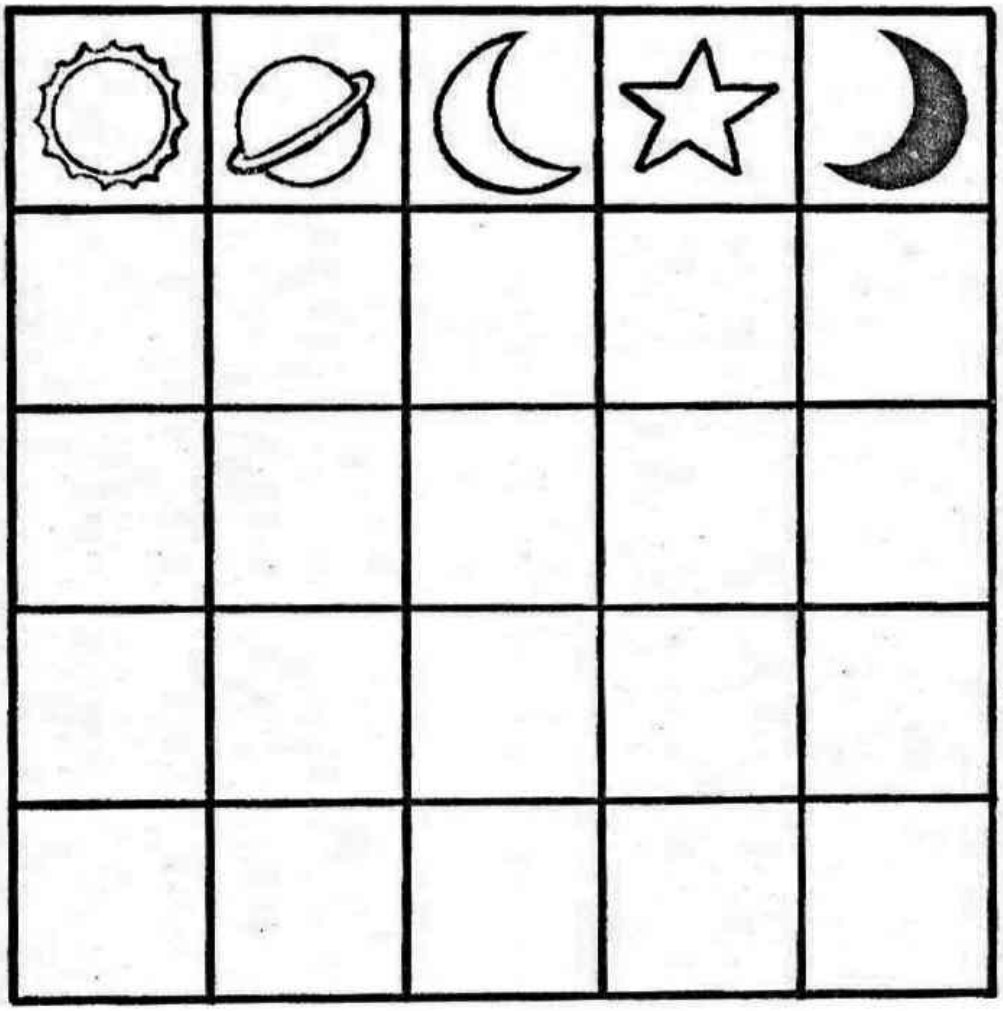


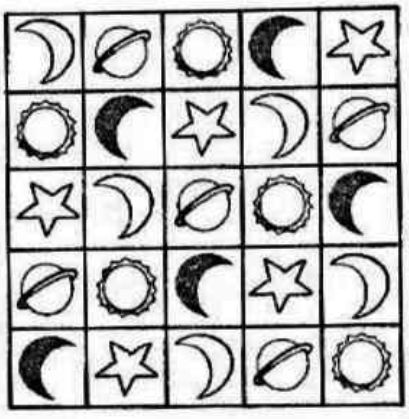
PLANET PLANNING

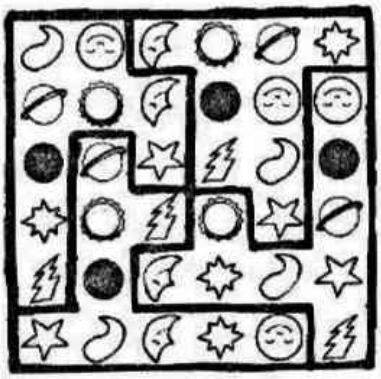
ZODAC wants all of these planets to line up in such a way that all forces of cosmic power are shared fairly by all Eternians. Try to fill in each square with one of the five cosmic shapes so that the same one does not appear twice in:

- any row going up and down
- any row going across
- any diagonal



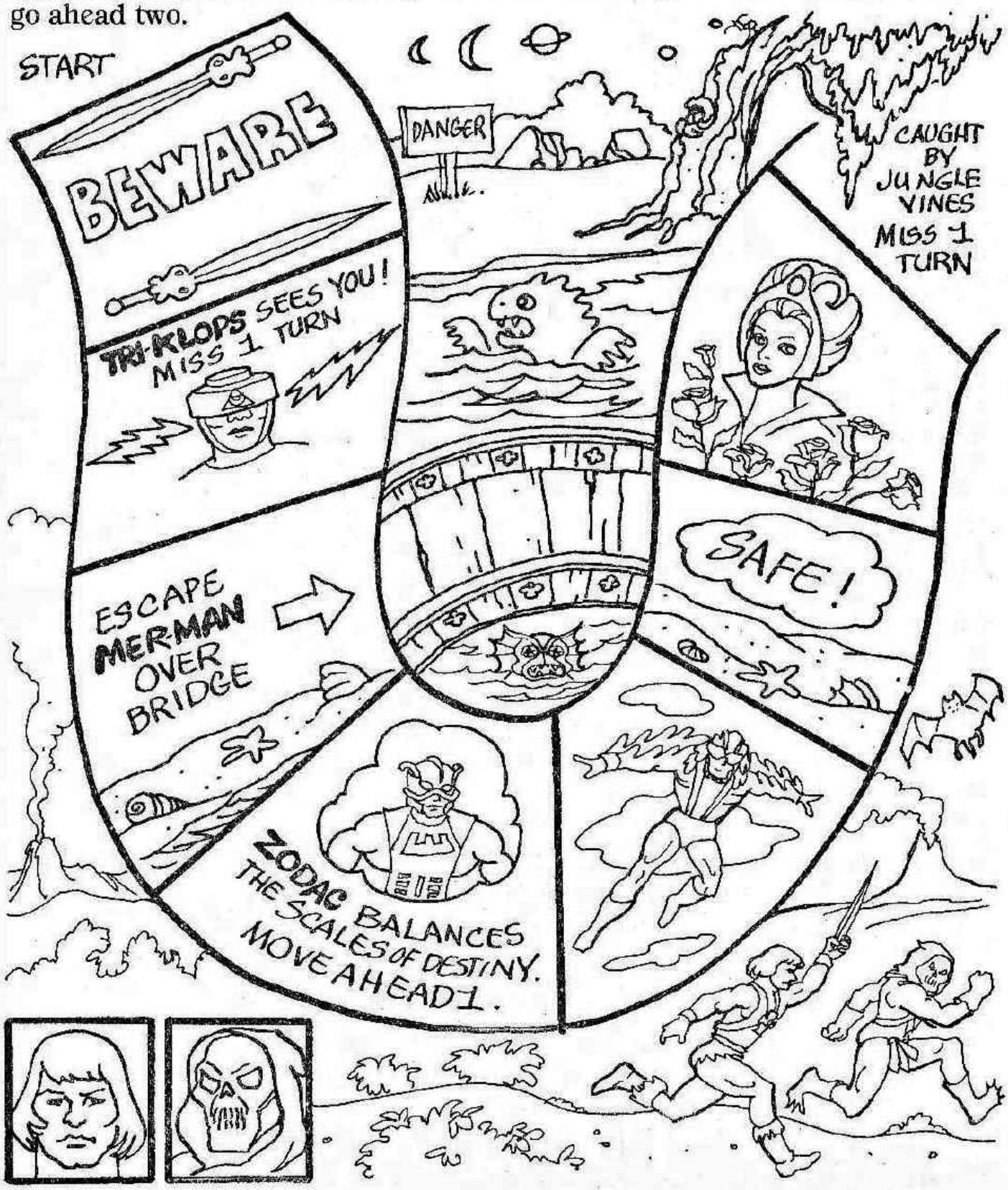


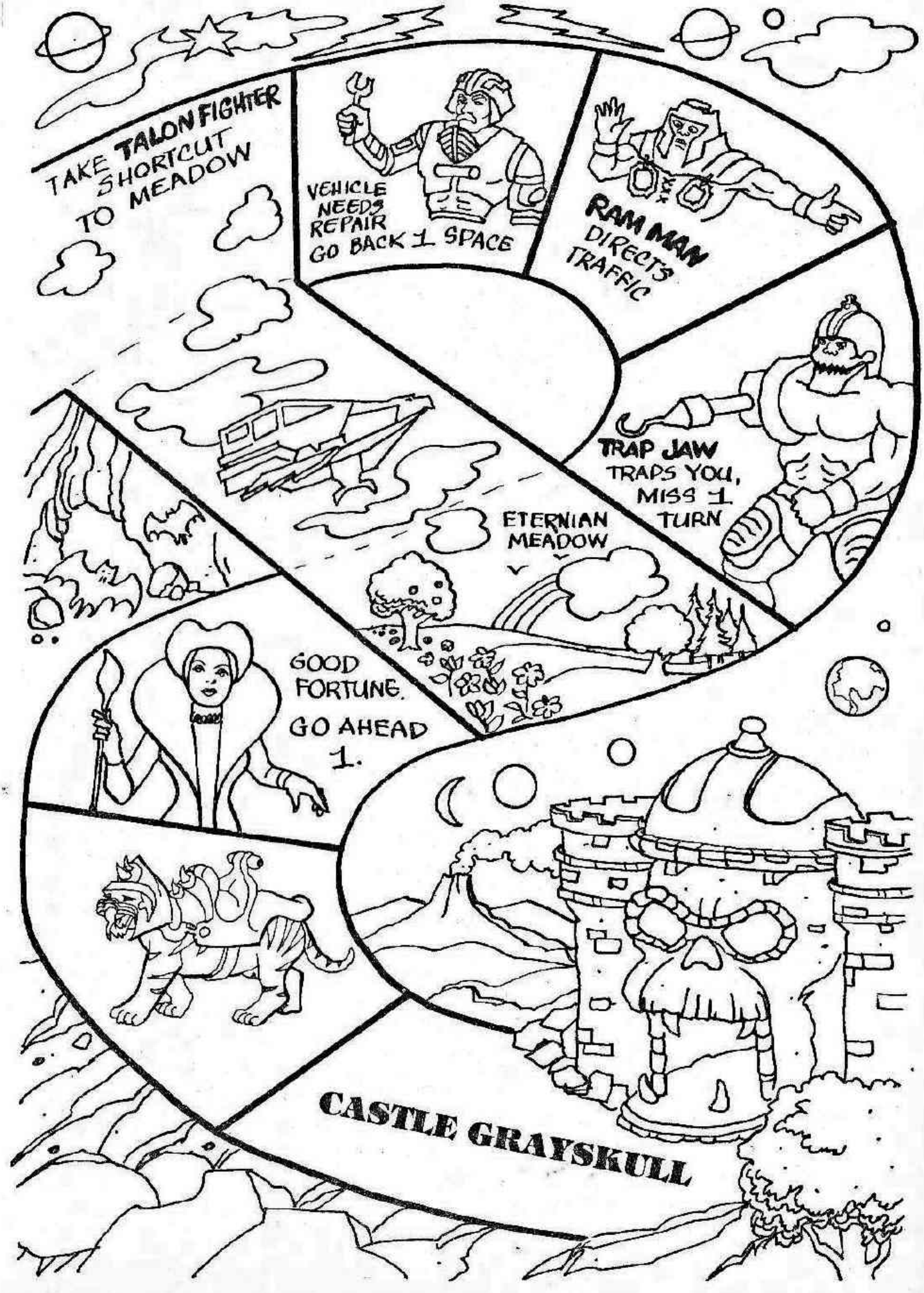




CASTLE GRAYSKULL GAME

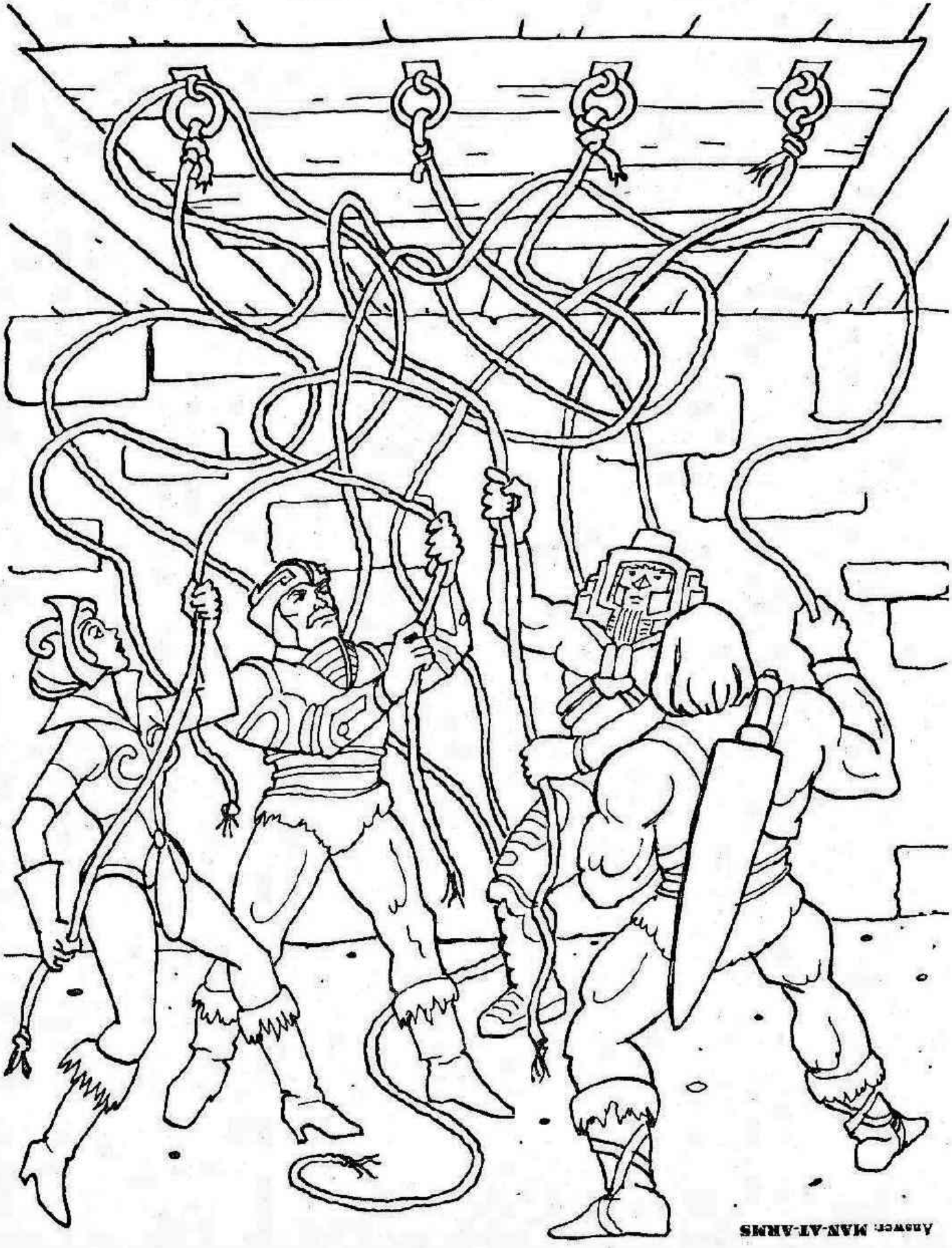
Cut out the small markers of HE-MAN and SKELETOR for yourself and your opponent. Flip a coin to make your moves: heads go ahead one space, tails go ahead two.




TAKE TALON FIGHTER SHORTCUT TO MEADOW
VEHICLE NEEDS REPAIR GO BACK 1 SPACE
RAM MAN DIRECTS TRAFFIC
TRAP JAW TRAPS YOU, MISS 1 TURN
ETERNIAN MEADOW
GOOD FORTUNE. GO AHEAD 1.
CASTLE GRAYSKULL

TRAP SNAP

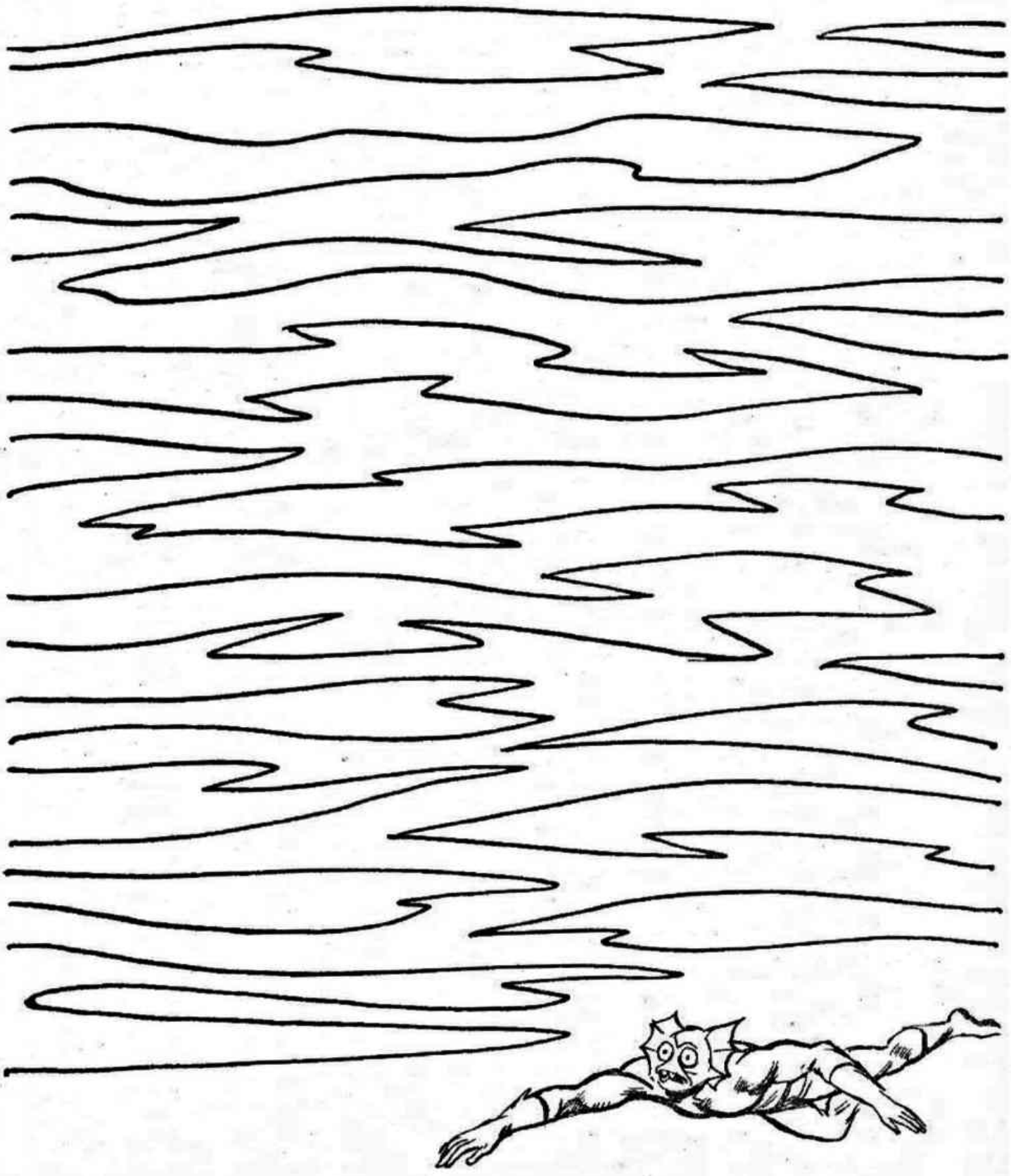
Only one of these cords will pull open the trap door which will lead to an escape from this dungeon. Who is holding it?



Answer: MAN-AT-ARMS

WAVE MAZE

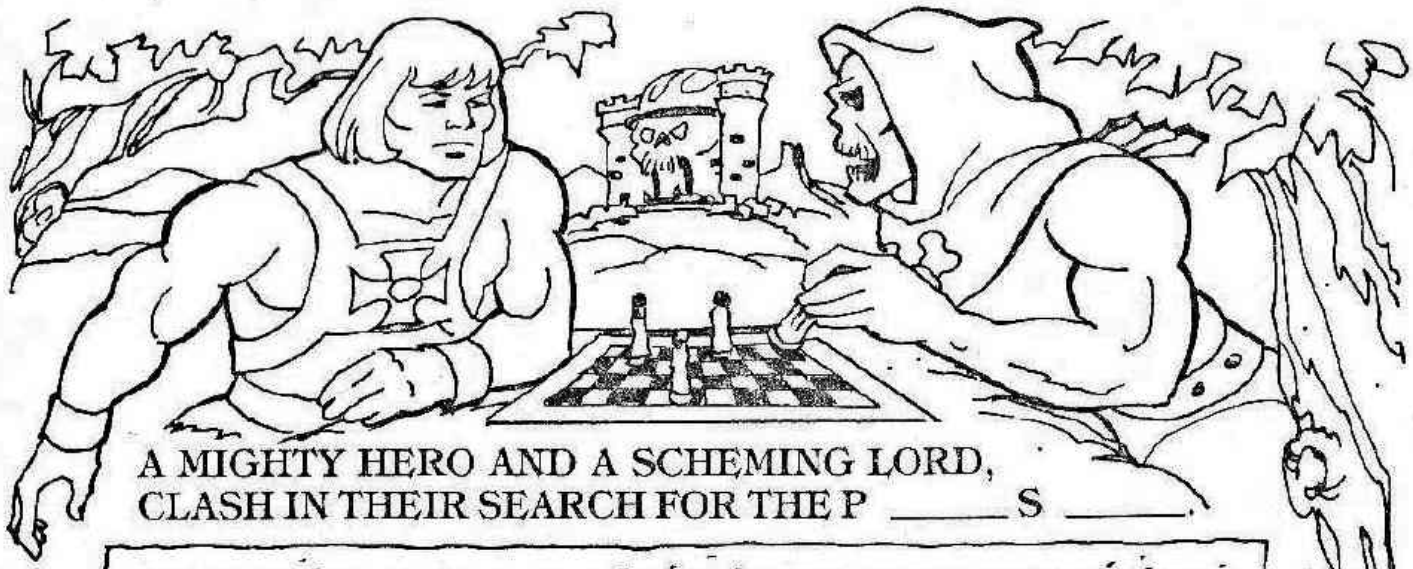
Help MER-MAN, the ocean lord, swim through the waves which will take him to shore.



CHESS MASTERS

Here's a fun message search done chess style! Draw a path that touches every letter, in order, of the answer to the riddle below, by moving like a knight in a chess game. In chess, a knight can move in either of two ways:

- move **two** squares across in either direction, plus **one** square up or down
- move **one** square across in either direction, plus **two** up or down.



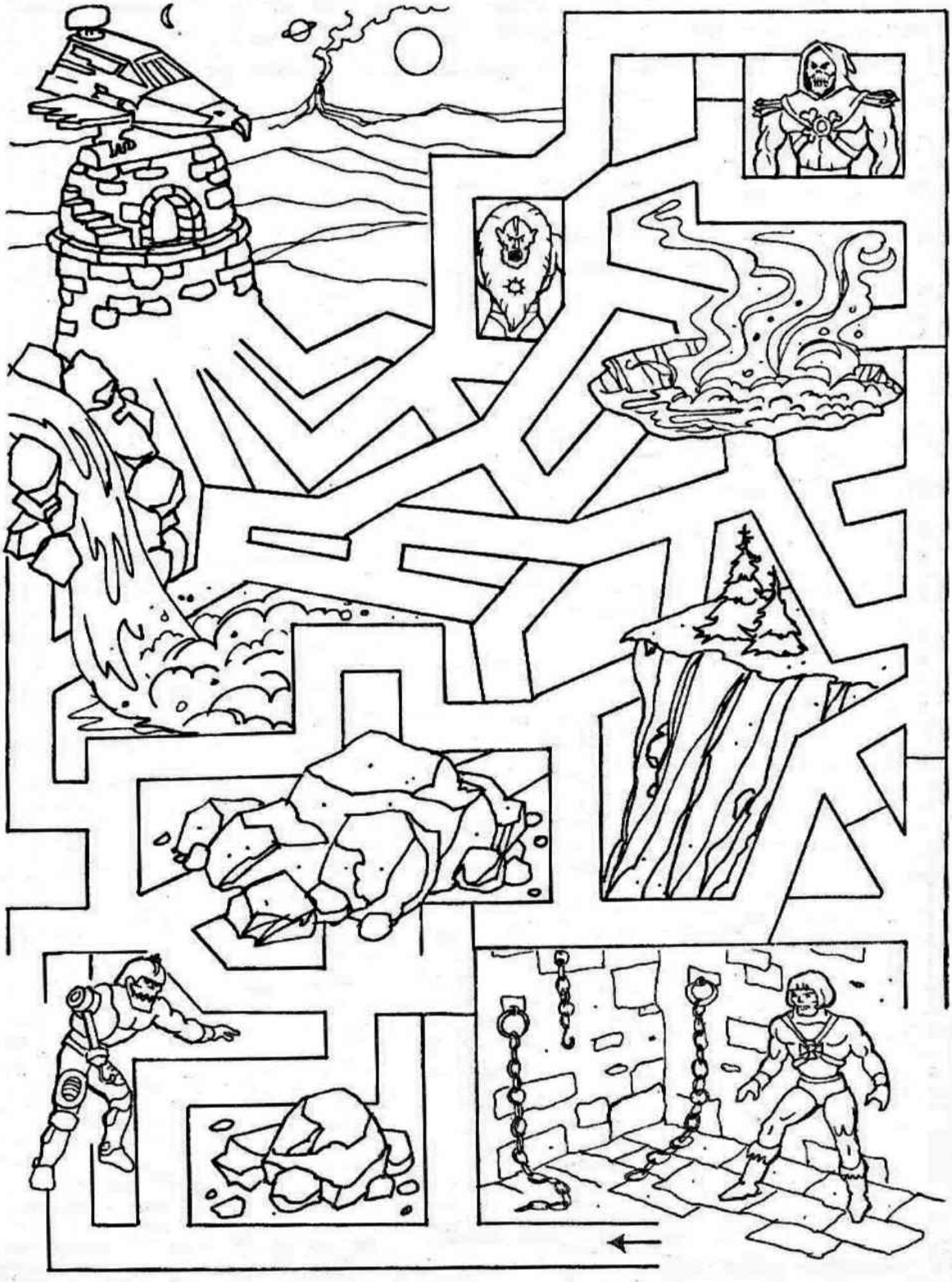
A MIGHTY HERO AND A SCHEMING LORD,
CLASH IN THEIR SEARCH FOR THE P _____ S _____.

P	H	B	H	A	Q	B	V	G	U
A	G	O	C	J	I	D	F	W	H
K	I	F	D	Z	Y	J	C	T	X
J	W	L	K	M	L	Q	K	S	L
Q	M	X	Y	Z	N	R	X	Y	Z
N	T	E	M	N	D	C	Y	D	A
R	U	V	L	C	O	F	V	J	I
H	J	I	W	B	H	G	K	T	U
G	S	K	Q	X	U	L	Q	F	N
T	F	R	D	V	C	D	B	M	A

Answer: POWER SWORD

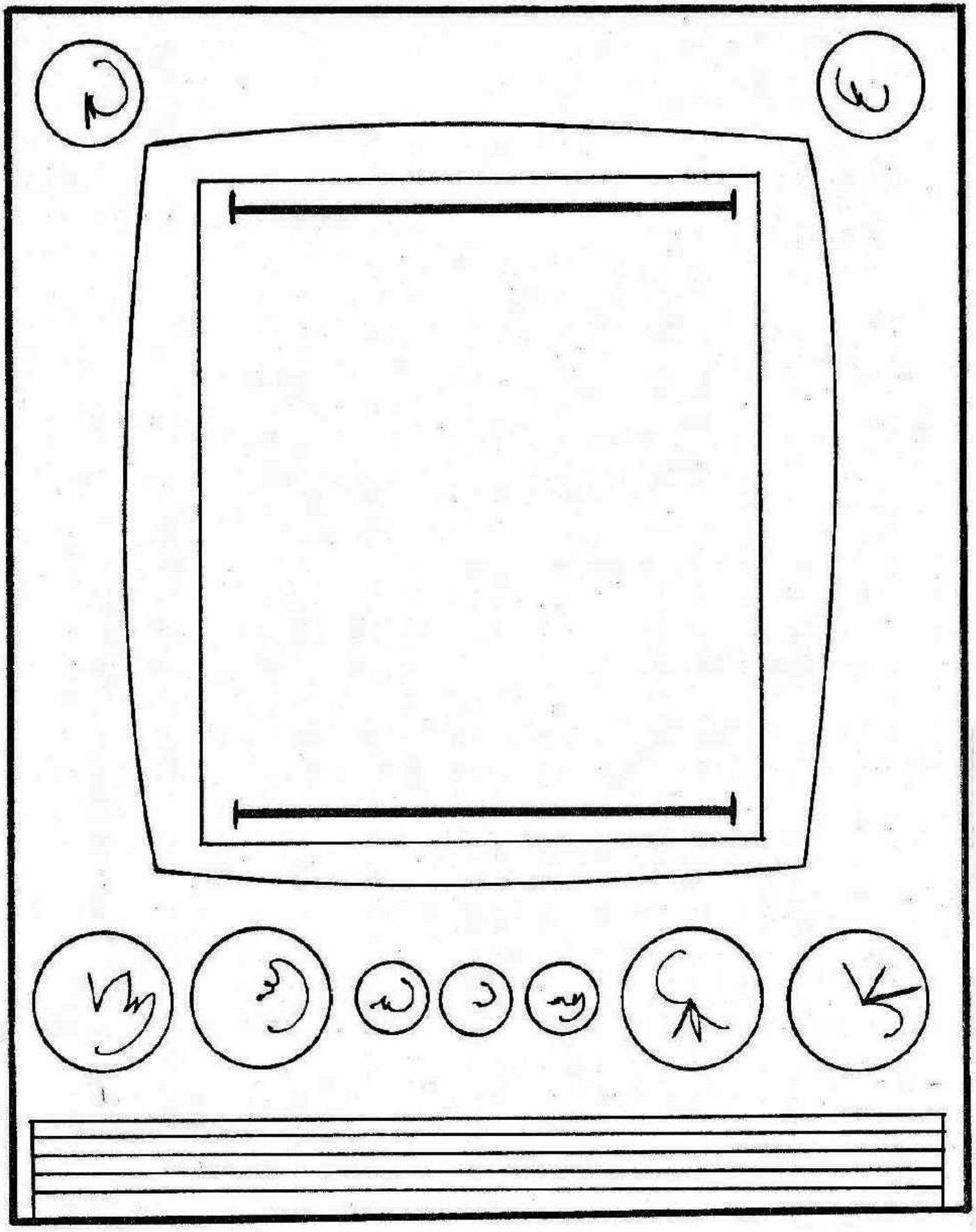
GET TO THE POINT

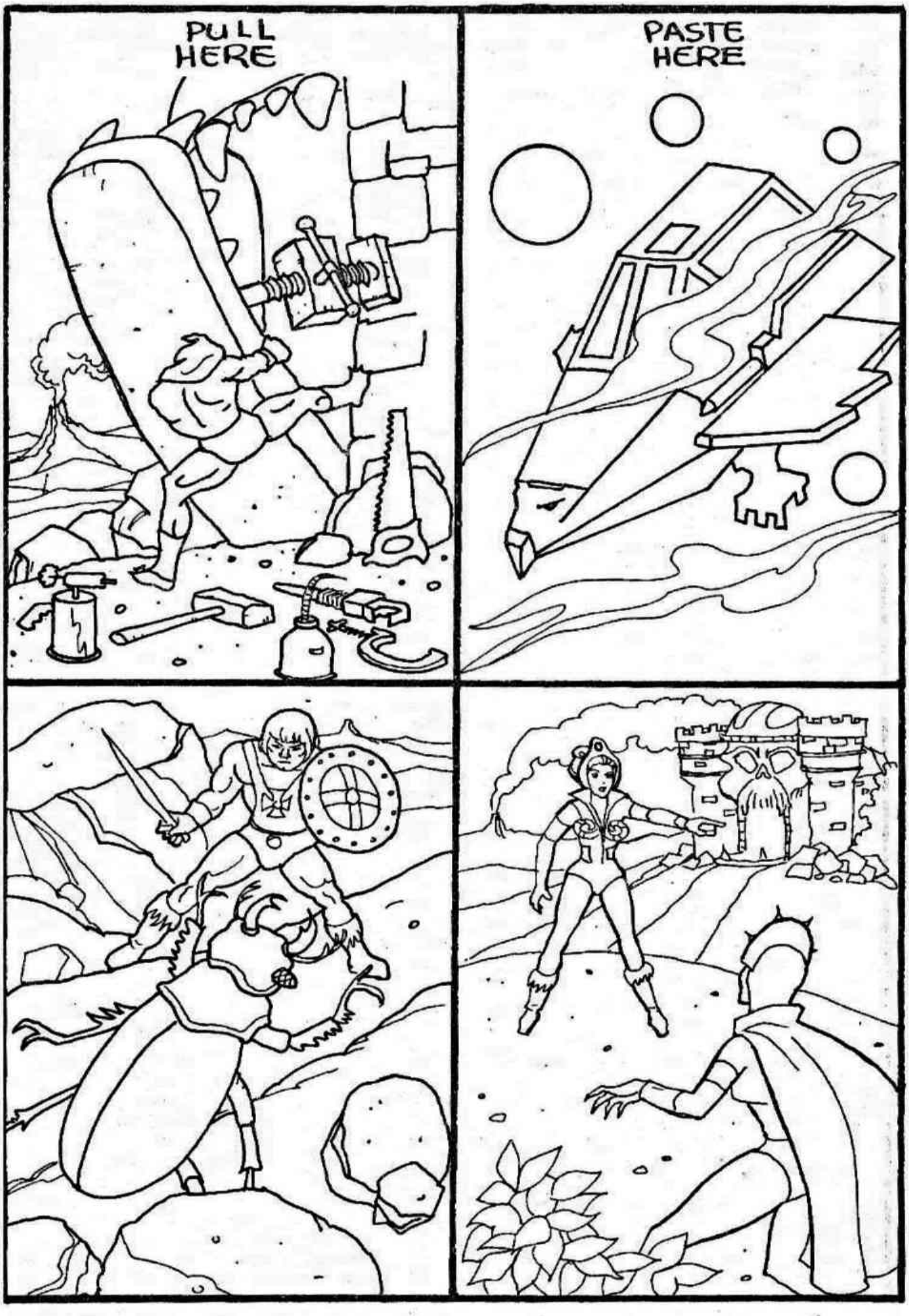
HE-MAN has been trapped inside POINT DREAD by SKELETOR! Can you help him find a way to reach the TALON FIGHTER for an escape?

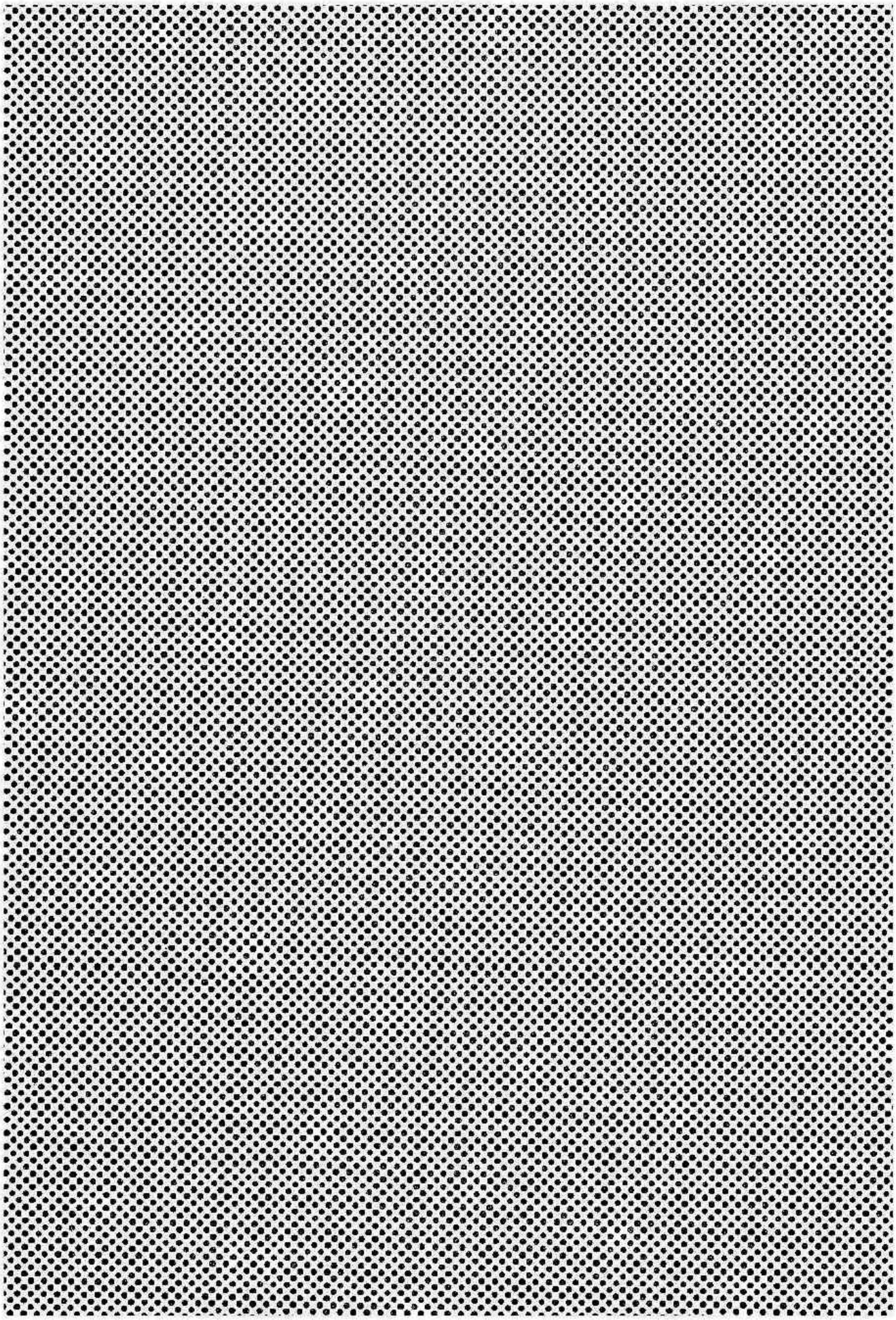


MAKE A MONITOR

Cut out the monitor shown below. Cut slits as indicated. Cut out both strips on the next page and paste together. Pull the strip slowly through the monitor to see what's happenin' in Eternia!

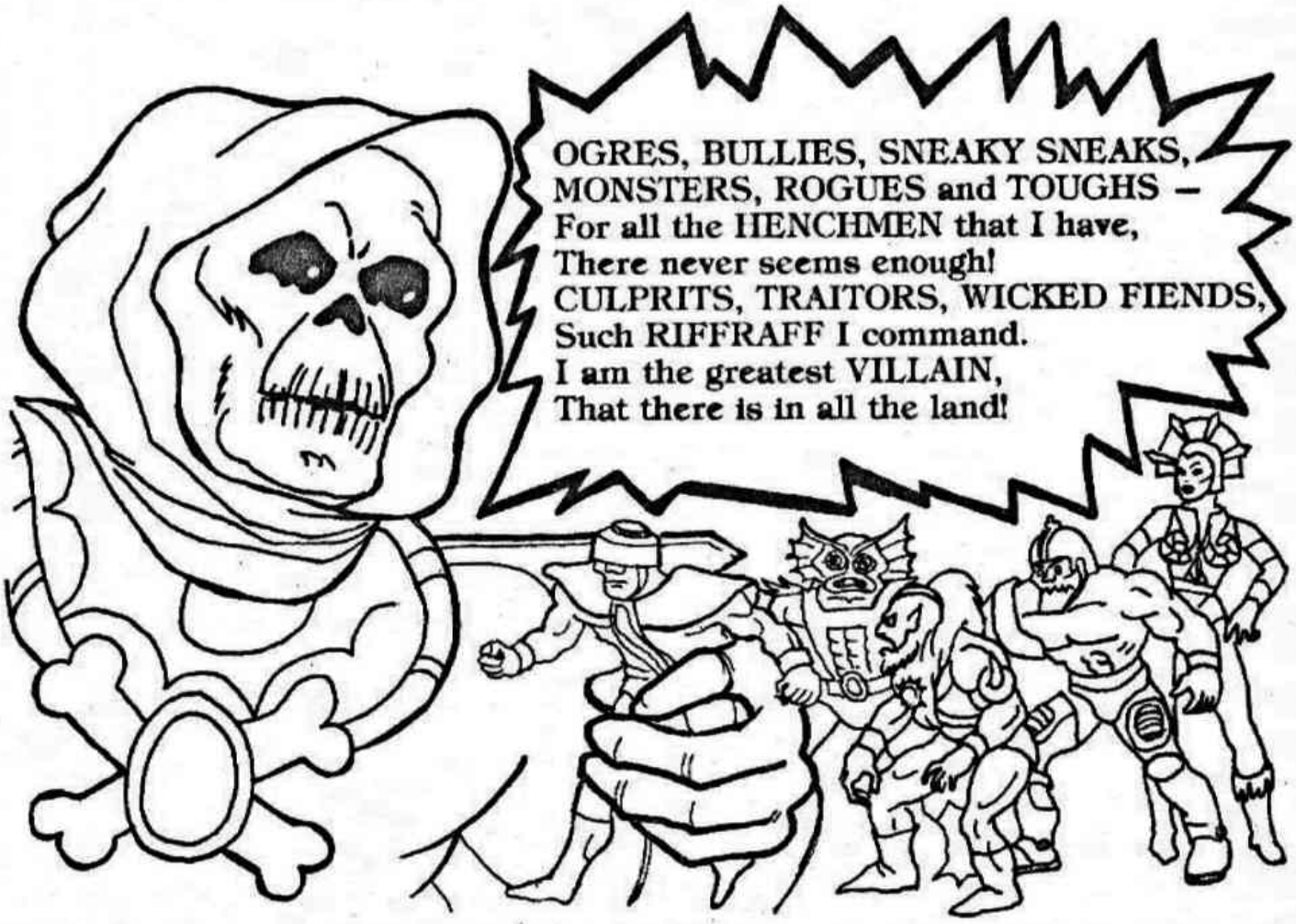



PULL HERE
PASTE HERE



THE GANG'S ALL HERE

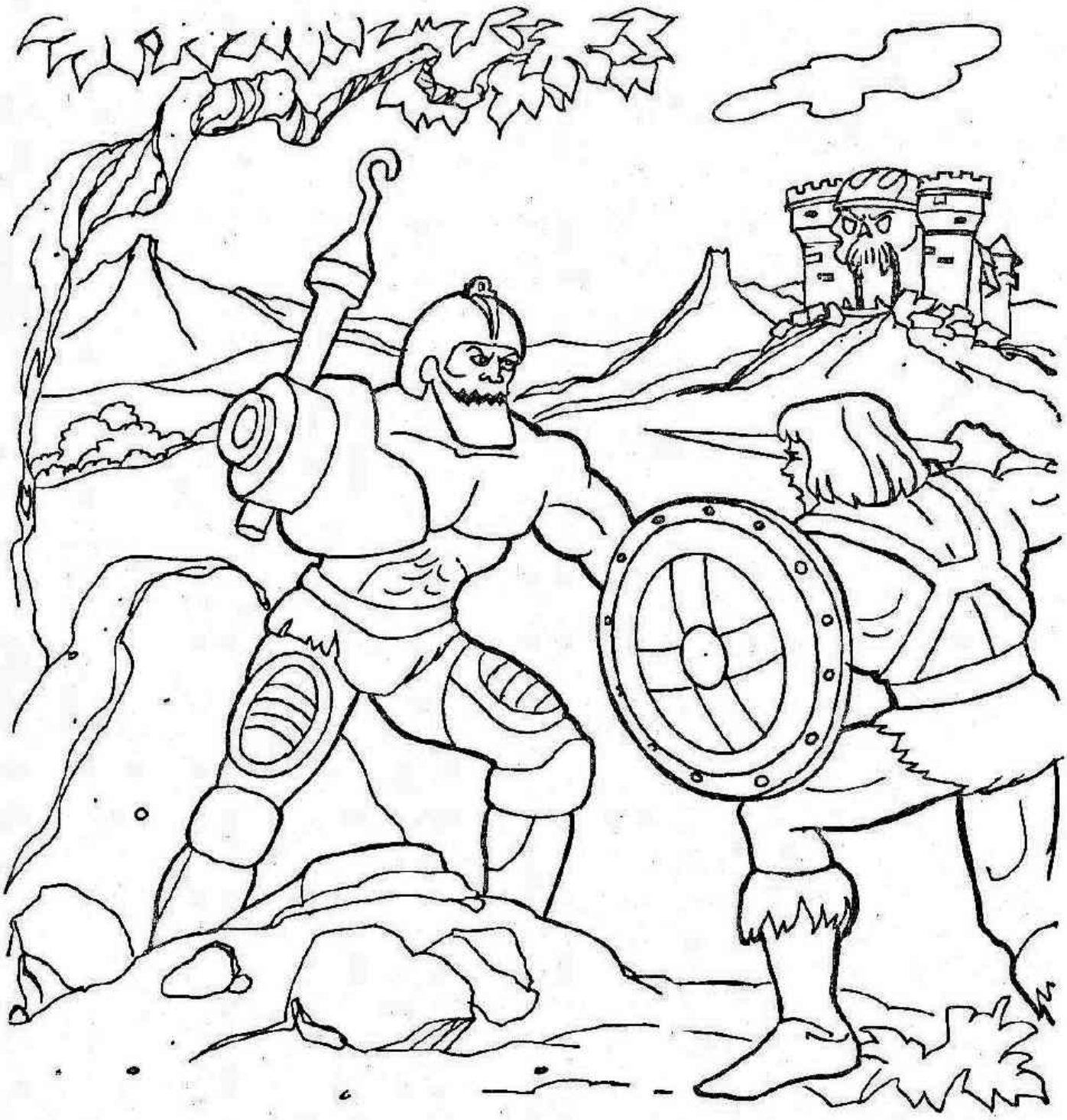
The capitalized words in this poem are hidden in the block of letters below. Look up, down, across, back and diagonally in both directions to find them. Circle each word as you come across it.


OGRES, BULLIES, SNEAKY SNEAKS,
MONSTERS, ROGUES and TOUGHS –
For all the HENCHMEN that I have,
There never seems enough!
CULPRITS, TRAITORS, WICKED FIENDS,
Such RIFFRAFF I command.
I am the greatest VILLAIN,
That there is in all the land!

P Z A L A Y B Y Z I K J Q C Y D B Z D F Q G Y M O
C E Q B Z W N X H P S D N E I F D E K C I W H O C
X Y A B Z I V T U N O H E N C H W O M A N H I K A
B E L V A N I L L A B A D C S R B Y Z K F J G P N
W U F L M N R S G M L E F T V U A D E L M Z J C O
Z D L P O Z H E N C H M E N W X C B P N M N U L M
Q I G L Q A F G D I M L R S Q O G R E S T L O R S
V C H Z I Q E B H C K J T N H O F E K J P R Q S R
O I J R B E Q R Q V P O W U V G J I L R S B W X O
Q B Y W Z X S T S F F A R F F I R B I R A Z V N T
A K S V T O U G H S W Y Z X B Y P T B Q C A I O I
S A U T X T U G B O A T S J Q J S N C O N M R L A
R S R E T S N O M Q C D F J L O M Z A S E U G O R
T R O O F R A F F C H J D E K N A O C Q D F E I T
B Q Z B J S N O O K Y S N O C K S Y B H G Z J Q M
V W I N D M I L L Q S K A E N S Y K A E N S K L N

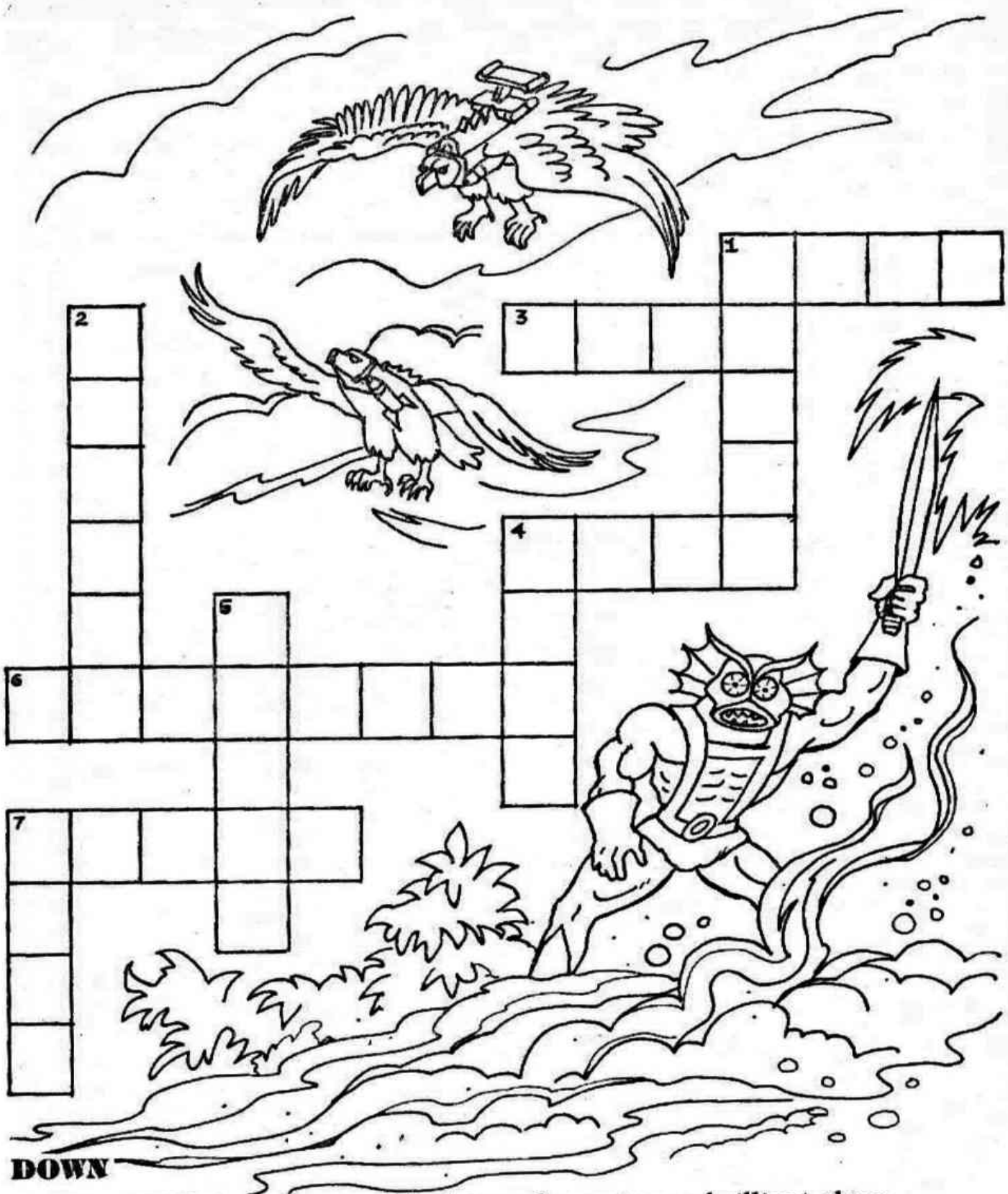
THE DOUBLE CROSS CROSSWORD

This crossword puzzle asks an extra task of you: the underlined word in each clue-sentence rhymes with the word needed to fill in the puzzle. By changing the beginning sounds of those words, you will have the right ones!



ACROSS

1. When their paths meet, BATTLE CAT and PANTHOR growl in a jury.
3. MER-MAN'S anger can make water soil.
4. If you corner TRAP JAW, he'll rant and wave.
6. If EVIL-LYN played a trick on her, TEELA would be teething.
7. The planets above Eternia girl in space.



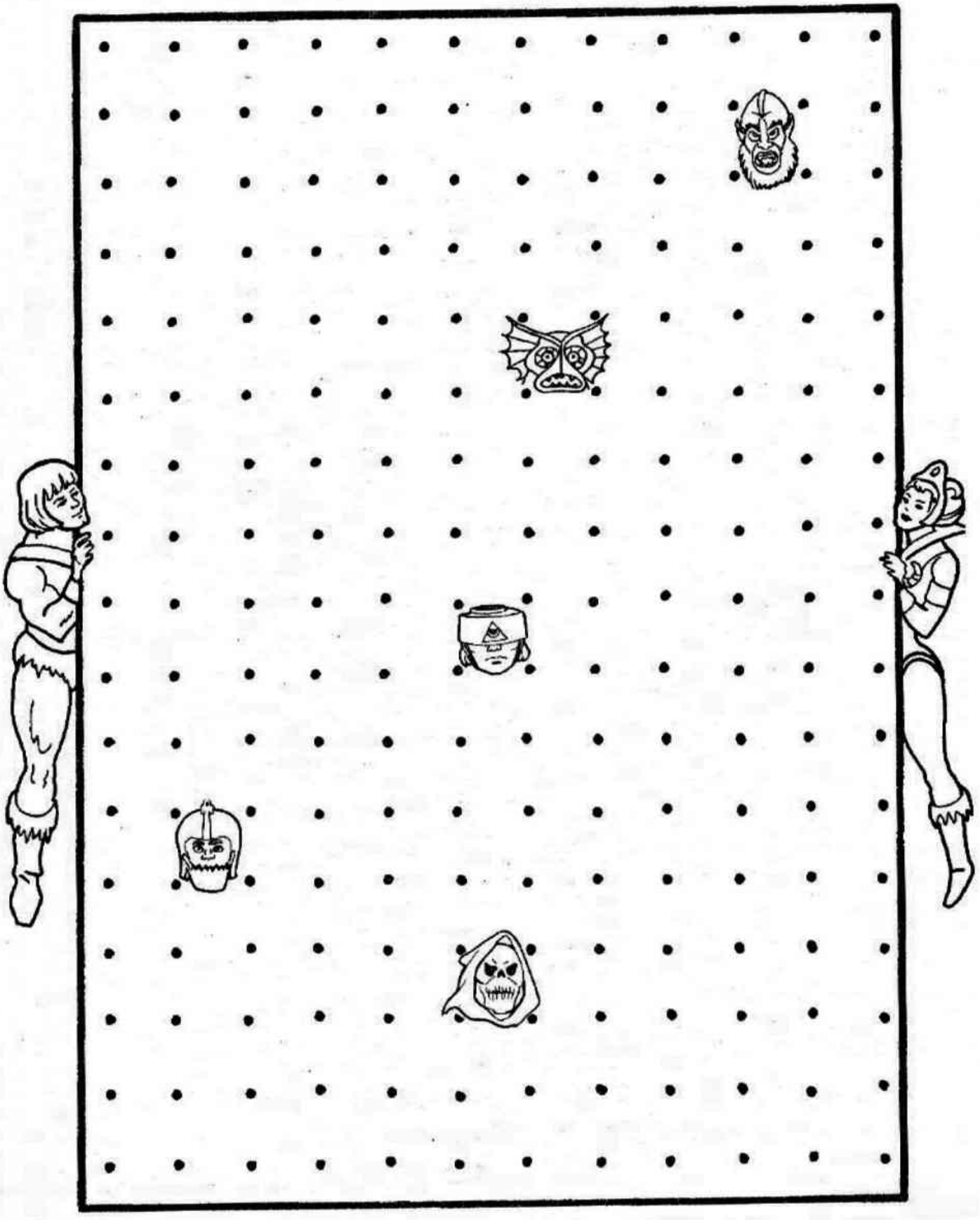
DOWN

1. When TEELA got lost in the plains, she sent up a brilliant glare into the darkness.
2. SKELETOR has a temper that is very pierce!
4. When SKELETOR sees HE-MAN, he goes into a page.
5. ZOAR and SCREEECH create a form in the skies.
7. The plants in BEAST MAN'S jungle grow mild.

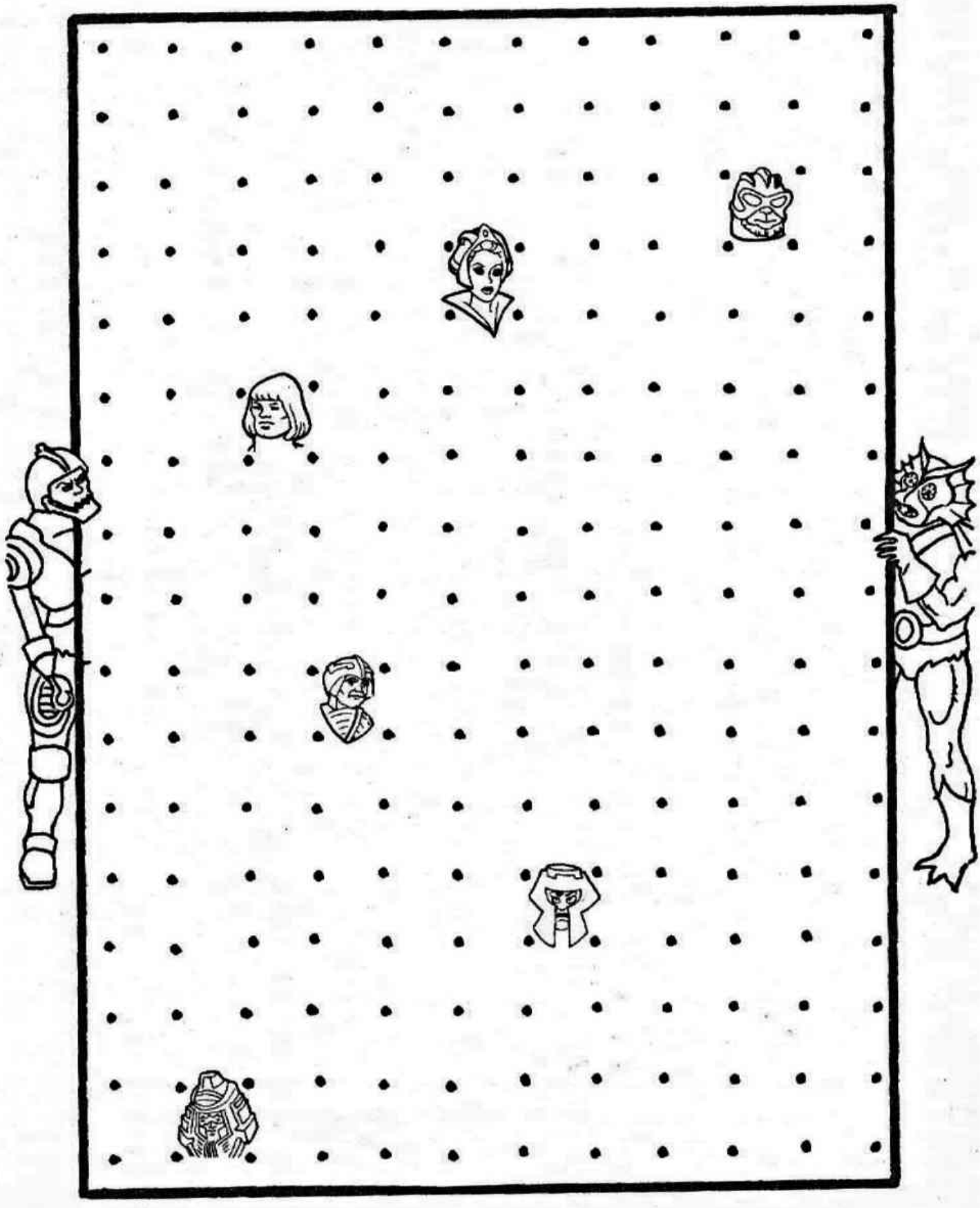
ANSWERS: **ACROSS:** 1. FURY 3. BOIL 4. RAVE 6. SEETHING 7. WHIRL
DOWN: 1. FLARE 2. FIERCE 4. RAGE 5. STORM 7. WILD

VILLAINS, VALOR AND VICTORY

Here's a game for two or more players: take turns drawing a straight line between two dots. As each player completes a square, he or she puts his or her initial in it to claim it. Each empty square counts one point, while a square containing a captured enemy counts as five points. The highest point total at the end of the game wins.

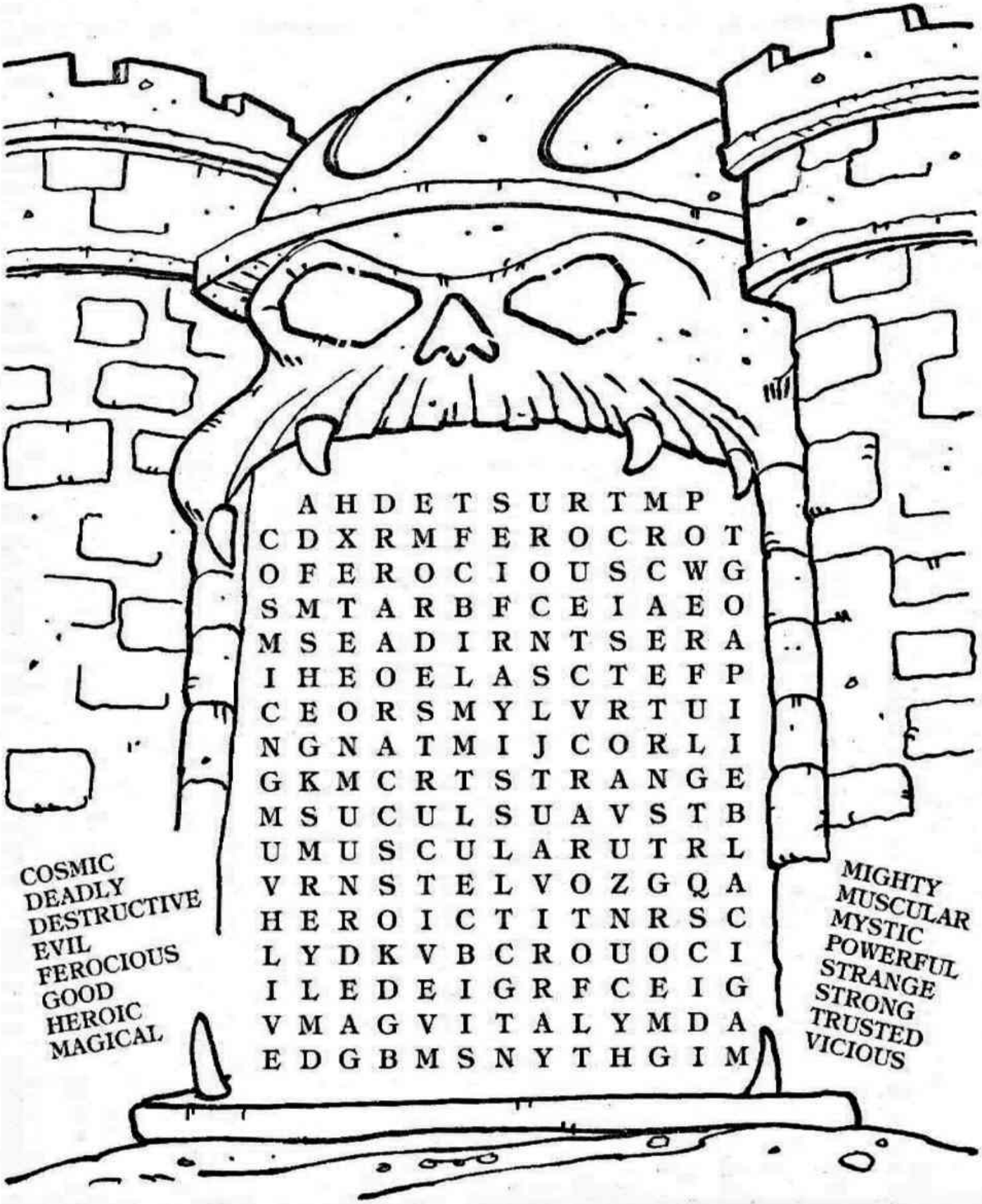


Play again! This time you'll be **rescueing** heroes and their friends. An empty square counts one point, while a square containing someone to rescue is worth ten points!



AN ADJECTIVE ADVENTURE

In the kingdom of Eternia,everyday is an adventure. Look inside the CASTLE GRAYSKULL to find all of the adjectives that might be waiting to create a new action story. An adjective is a word that helps describe a noun. Circle words up, down, across and diagonally.

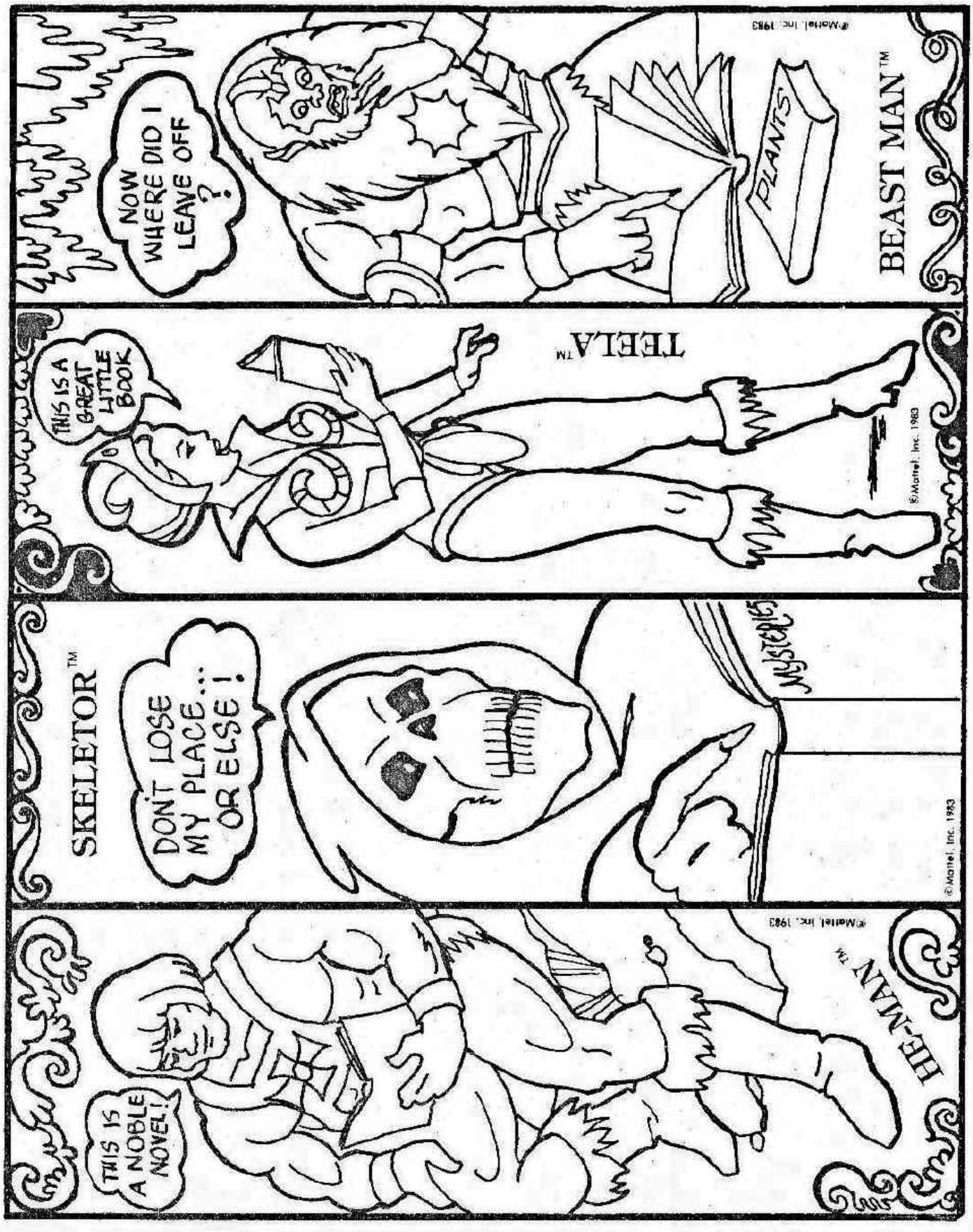


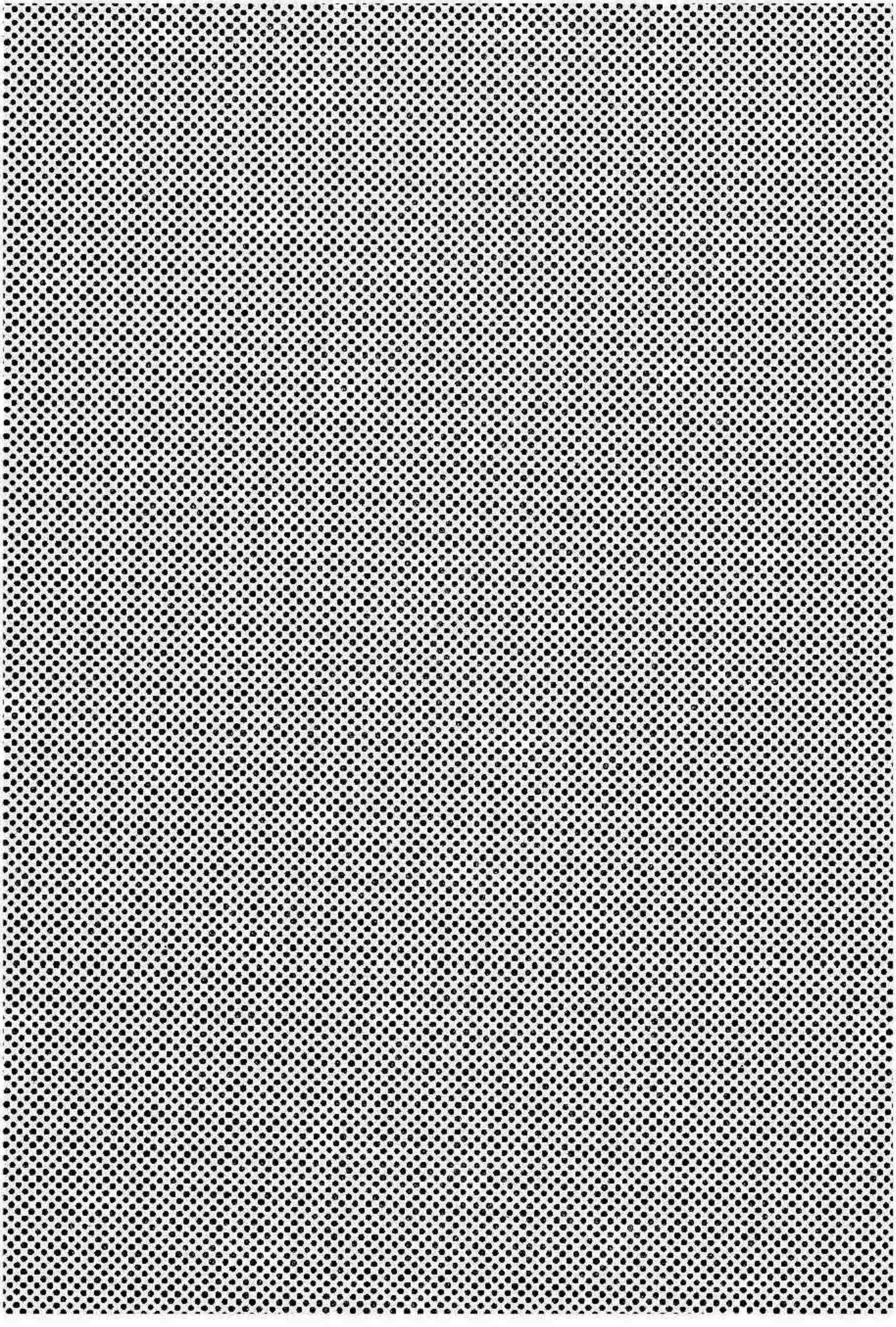
A H D E T S U R T M P
C D X R M F E R O C R O T
O F E R O C I O U S C W G
S M T A R B F C E I A E O
M S E A D I R N T S E R A
I H E O E L A S C T E F P
C E O R S M Y L V R T U I
N G N A T M I J C O R L I
G K M C R T S T R A N G E
M S U C U L S U A V S T B
U M U S C U L A R U T R L
V R N S T E L V O Z G Q A
H E R O I C T I T N R S C
L Y D K V B C R O U O C I
I L E D E I G R F C E I G
V M A G V I T A L Y M D A
E D G B M S N Y T H G I M

COSMIC
DEADLY
DESTRUCTIVE
EVIL
FEROCIOUS
GOOD
HEROIC
MAGICAL
MIGHTY
MUSCULAR
MYSTIC
POWERFUL
STRANGE
STRONG
TRUSTED
VICIOUS

STAYING IN PLACE

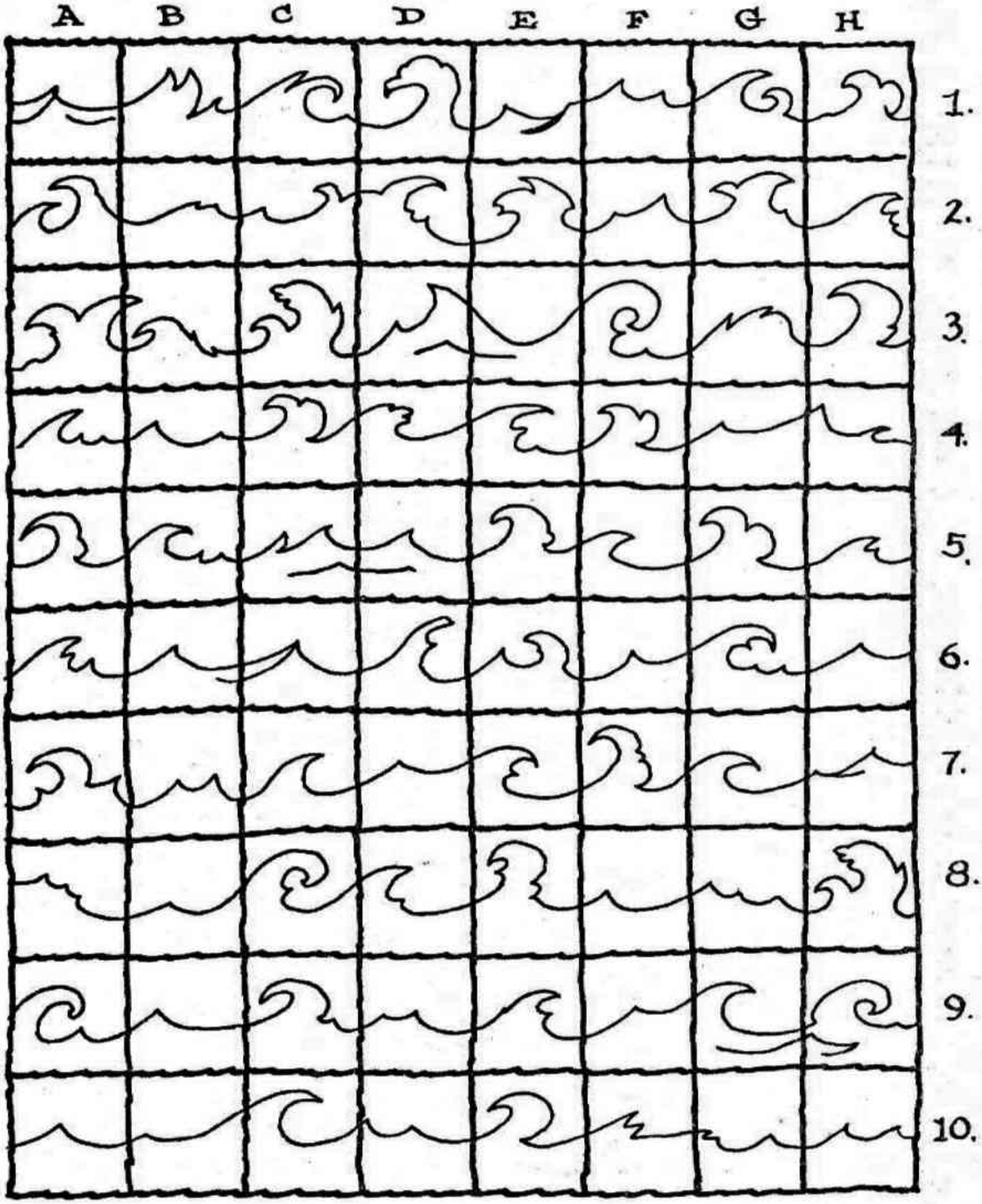
No one would dare lose your place in any of your favorite books when you have the protection of THE MASTERS OF THE UNIVERSE! Color, then cut out the markers and glue to lightweight cardboard.





MER-MAN'S DOMAIN

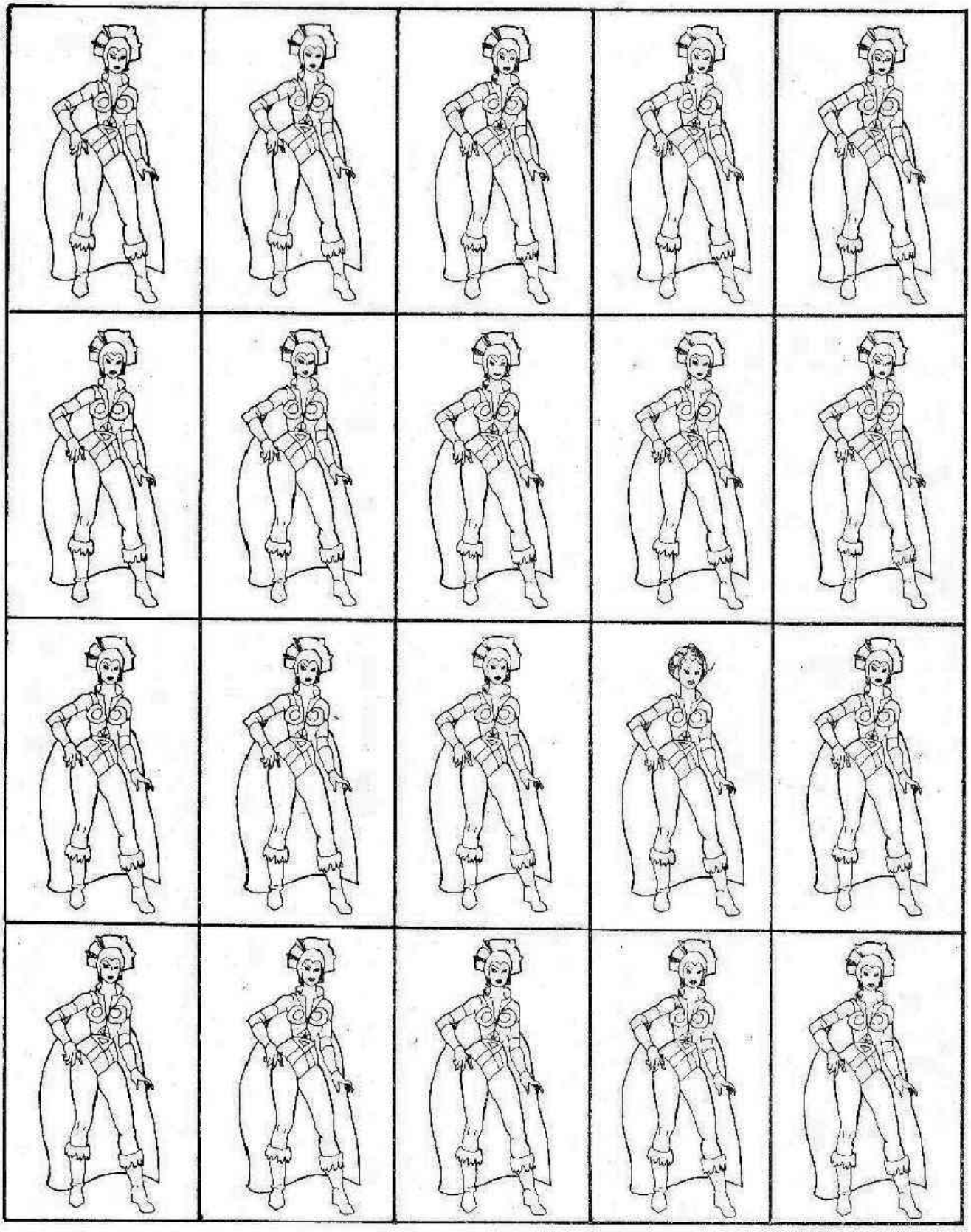
MER-MAN, the ocean war lord, has control over the sea. In this grid of a stormy sea, he has created only two waves exactly alike. Can you find them?

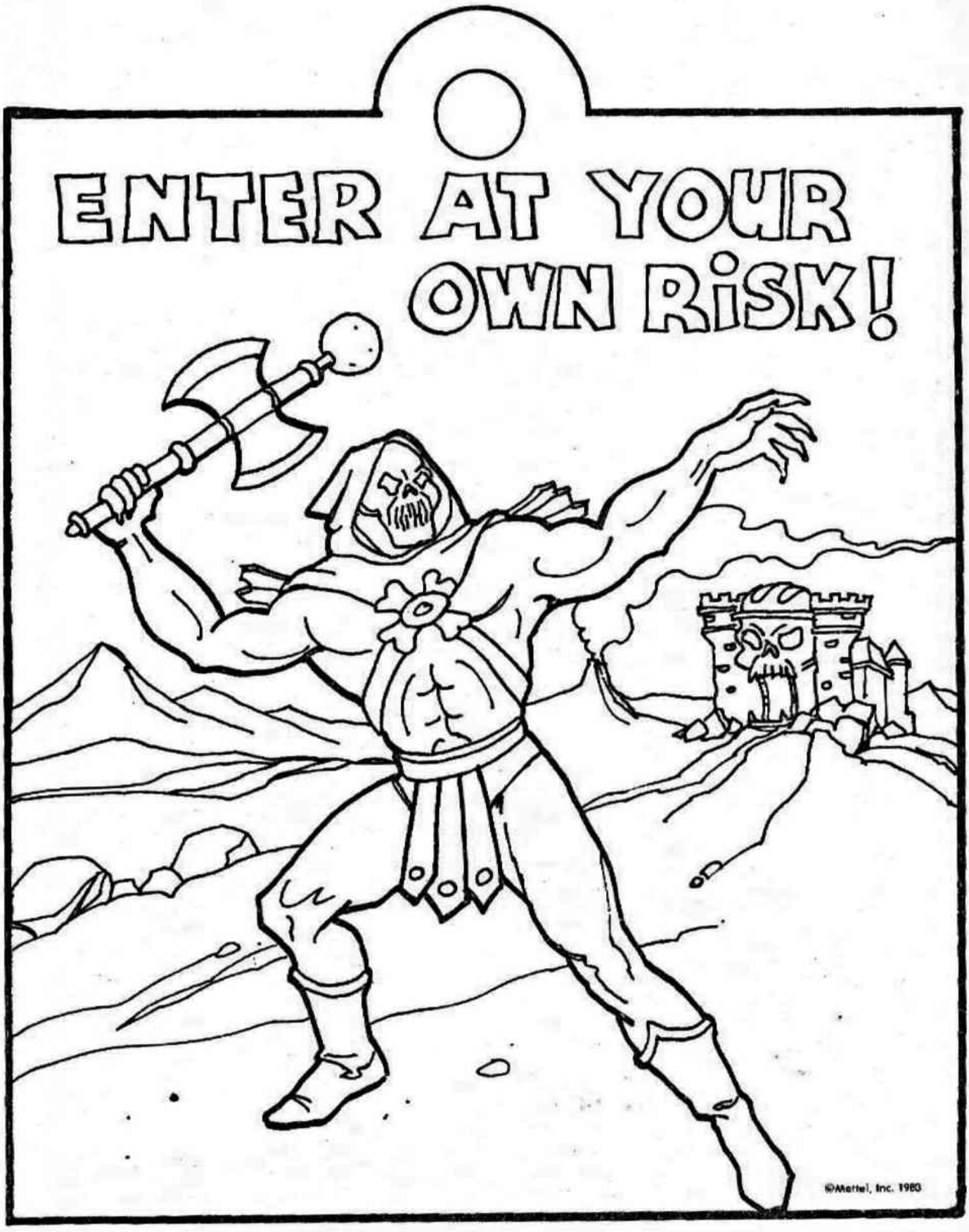


Answer: C-3 and H-8.

AN EVIL MISTAKE

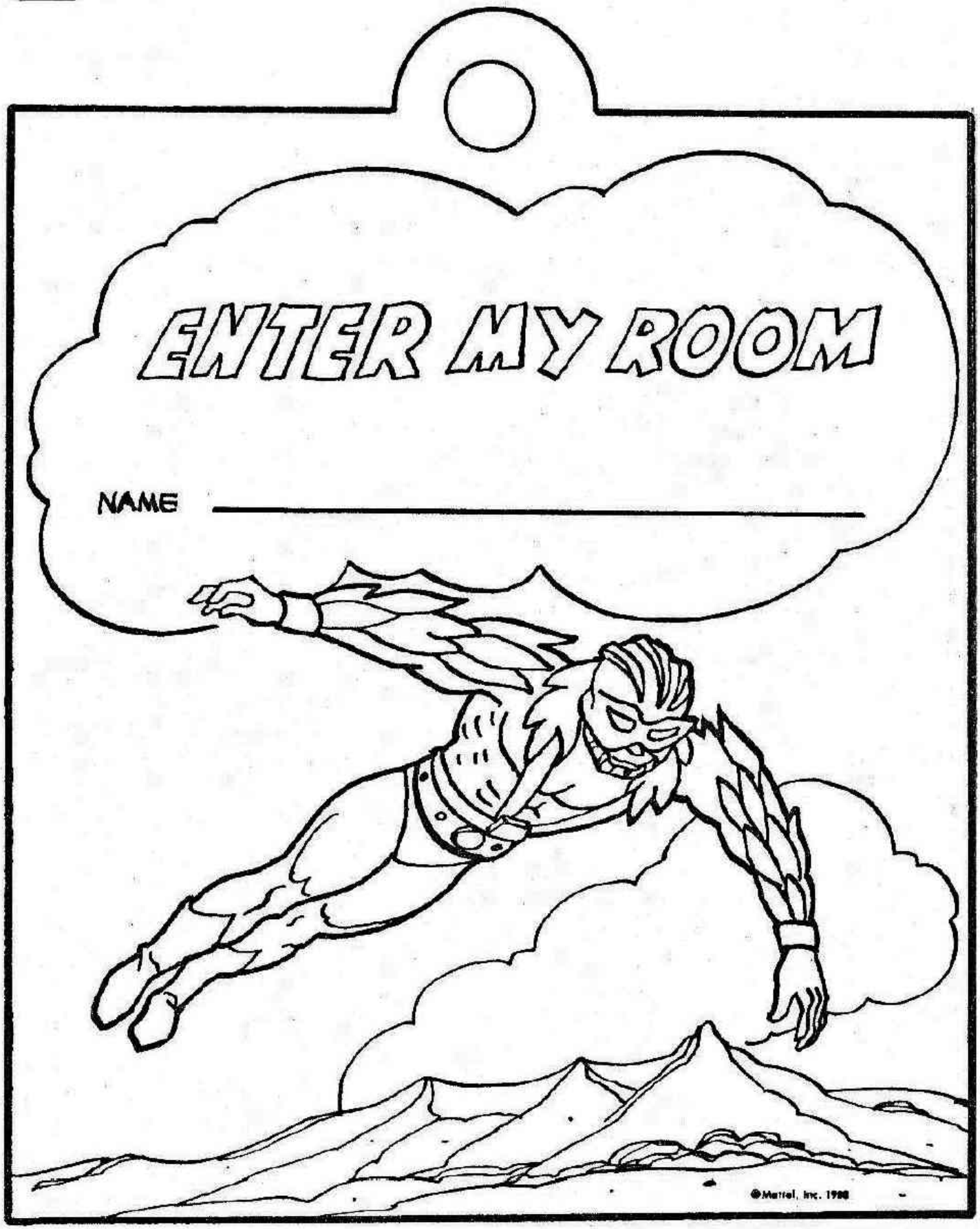
SKELETOR tried to make clones of the warrior goddess EVIL-LYN to help him do his dirty deeds, but somehow one of them turned into the good and kind TEELA. Can you find her?




ENTER AT YOUR
OWN RISK!
©Mattel, Inc. 1983

A DUO MESSAGE

There is a special door message to hang on your door. Turn the page to find another message. All you need to do is fill in your name, color and cut out. Attach to door with a piece of string and hang the message of your choice!

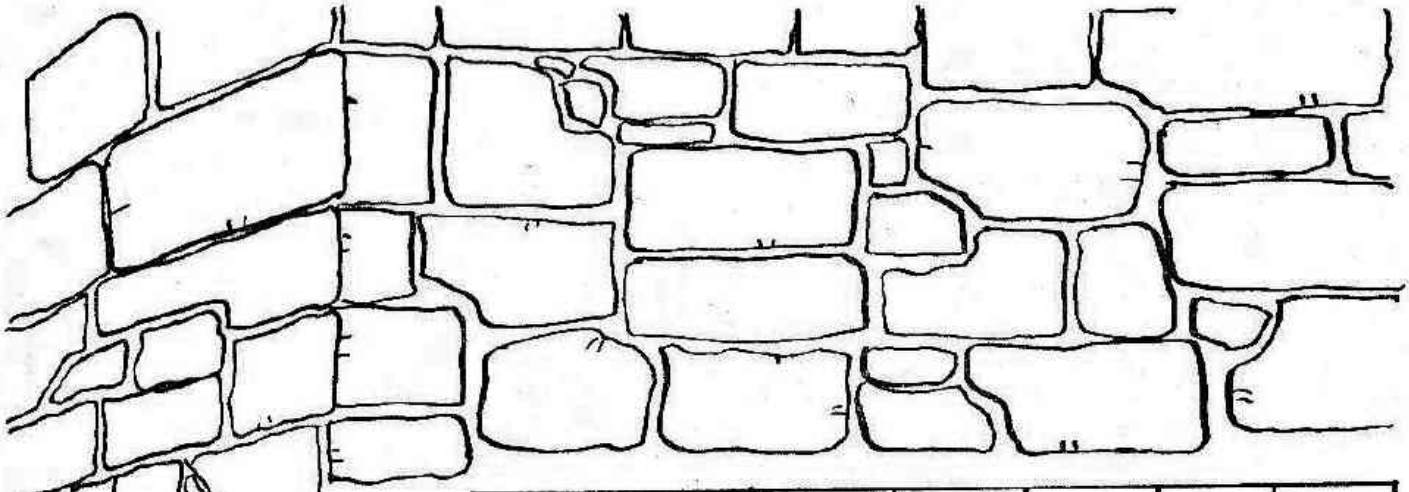


DREADFUL DUNGEON

TRAP JAW has locked MAN-AT-ARMS in the dungeon. Help him find the right key so he can escape.

DUNGEON ESCAPE

MAN-AT-ARMS made a plan to escape from the dungeon. The puzzle below is a map of the secret path he took without being seen by TRAP JAW. Begin with 3. Move to the square where there are 3 more. Keep adding 3 and move from square to square to follow his secret path.



3	5	7	8	9	26	27	36
4	6	9	6	18	18	33	39
19	8	6	12	19	24	30	42
27	12	18	17	15	21	23	27
30	24	29	18	24	51	53	58
32	33	21	49	48	56	54	56
38	36	26	42	45	57	63	64
41	43	39	43	49	60	69	66

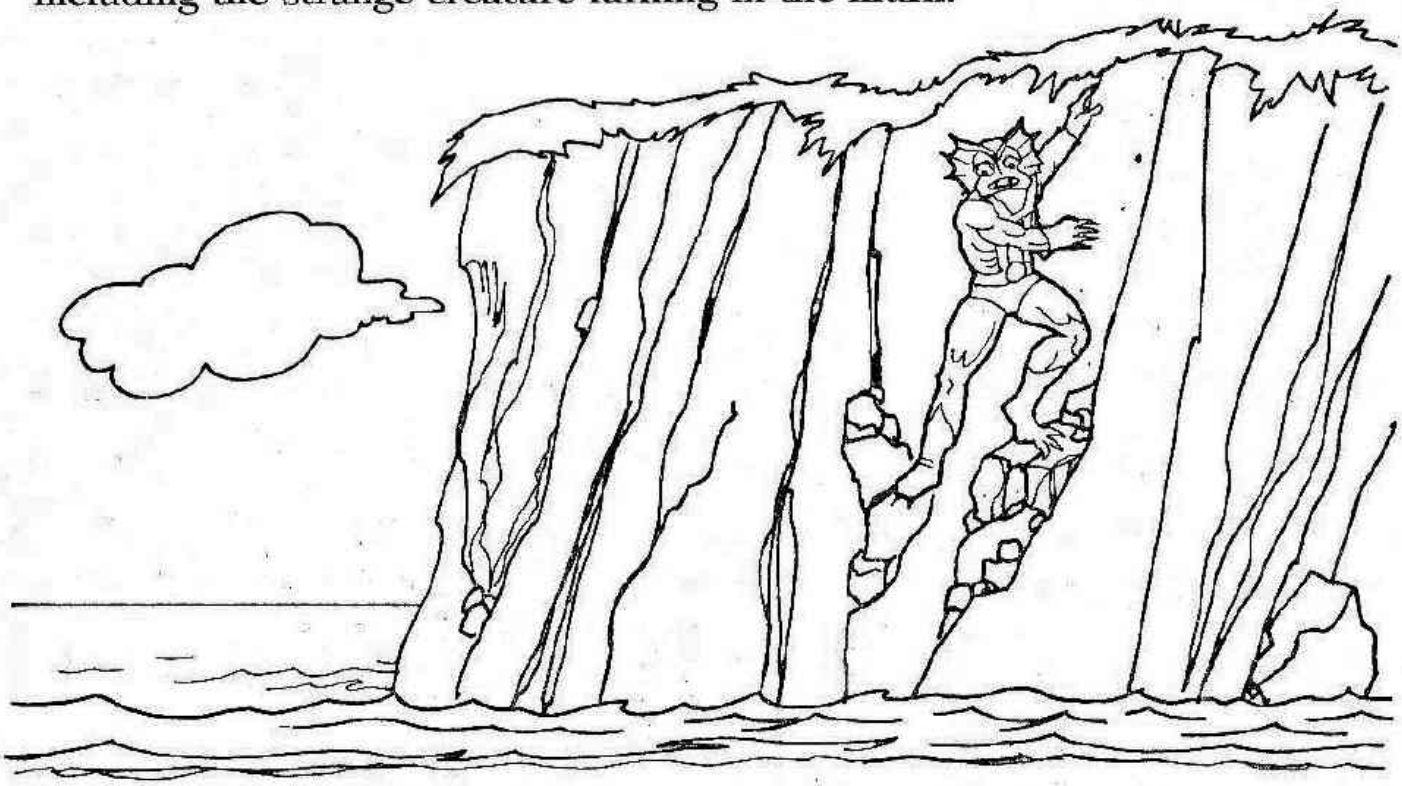
Solution: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66.

WHO IS IT?

The Sorceress has sent a messenger to summon HE-MAN. Color the spaces with one dot, red, to see who is delivering the message.

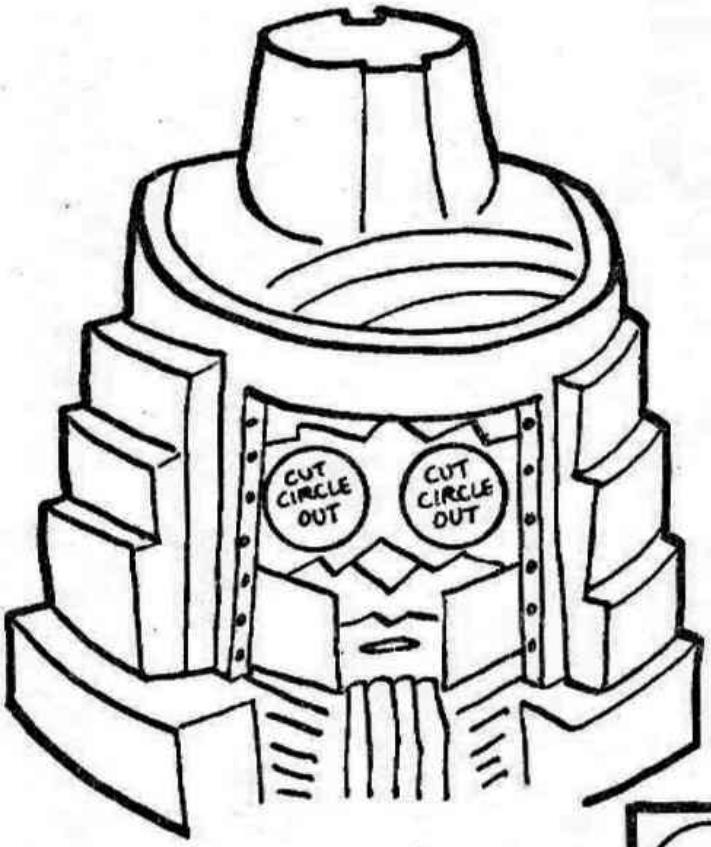
UNDERWATER URCHINS

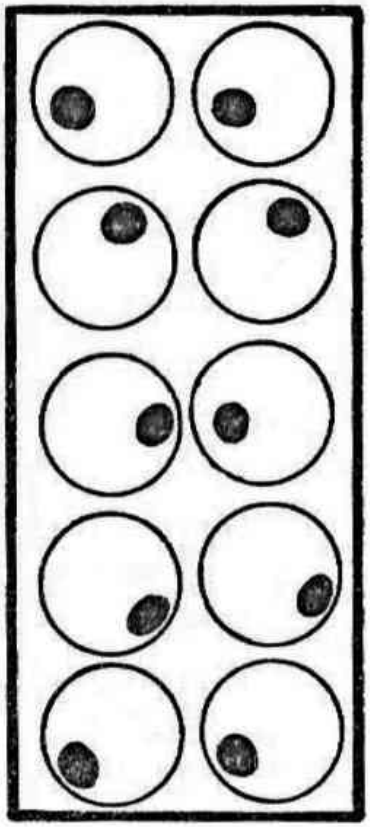
MER-MAN is unaware that there is something strange swimming along the bottom of the sea. Finish the picture by drawing the underwater scene, including the strange creature lurking in the murk!



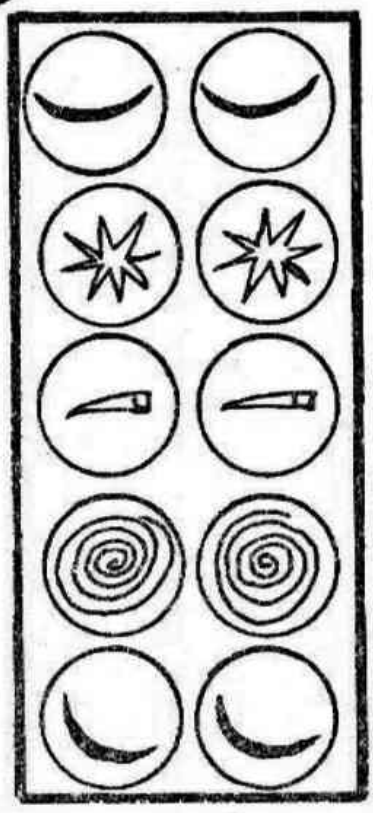
THE EYES OF **MAN-E-FACES**

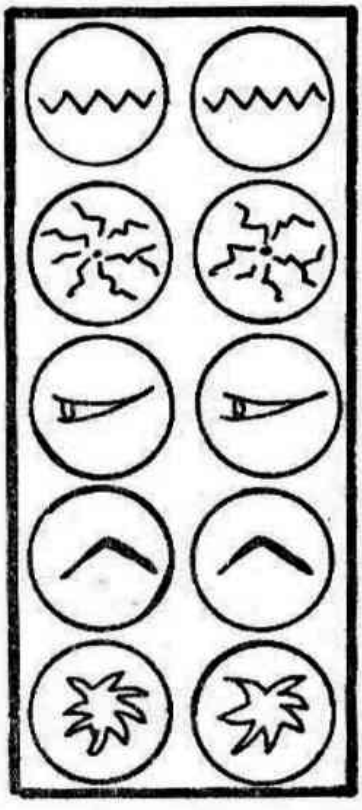
MAN-E-FACES can take on the personality of a human, robot or monster and at any moment can change from one to another. Cut out all of the pieces along the black lines. Glue the "eye" strips to cardboard and cut to size. Tape the small strip to the back of his head. Slip the face over the strip and line up the first set of eyes. Watch him come to life and change into his different personalities.

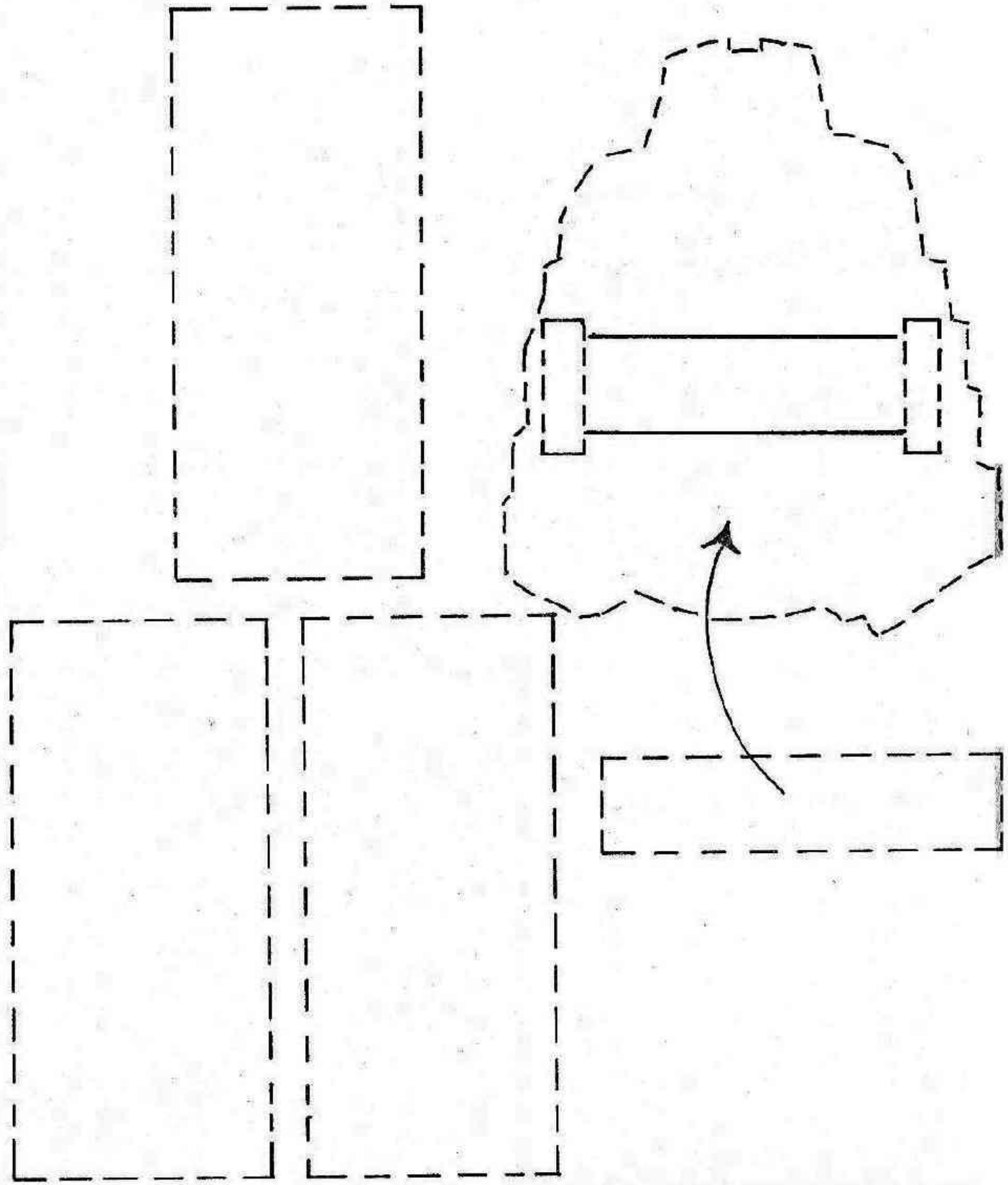




STRIP FOR BACK OF HEAD.





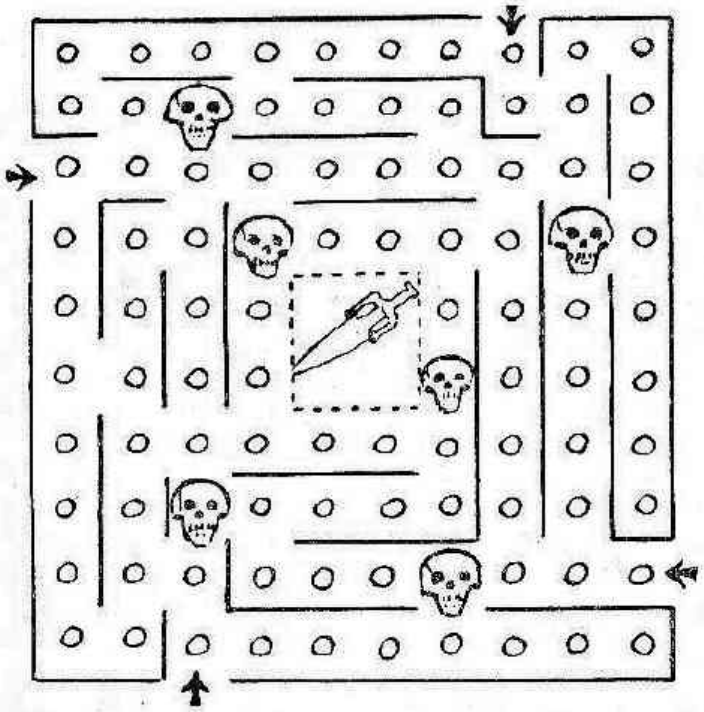


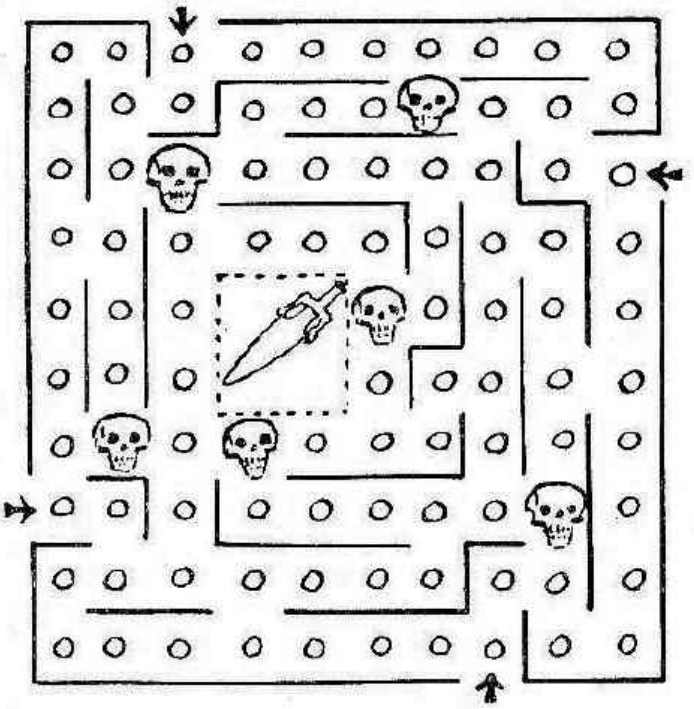
MIRROR CODE

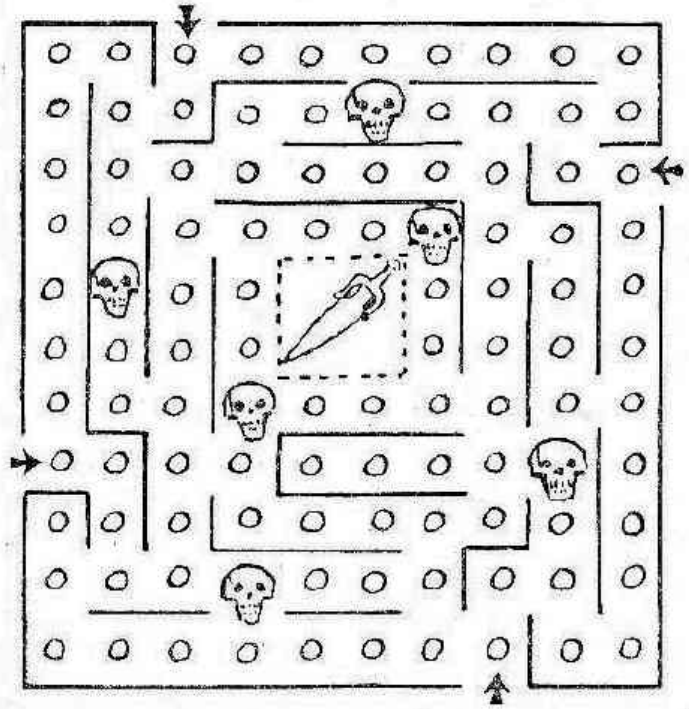
SKELETOR found this message on the castle wall. Hold this page up to a mirror to read what it said. It will make SKELETOR furious.

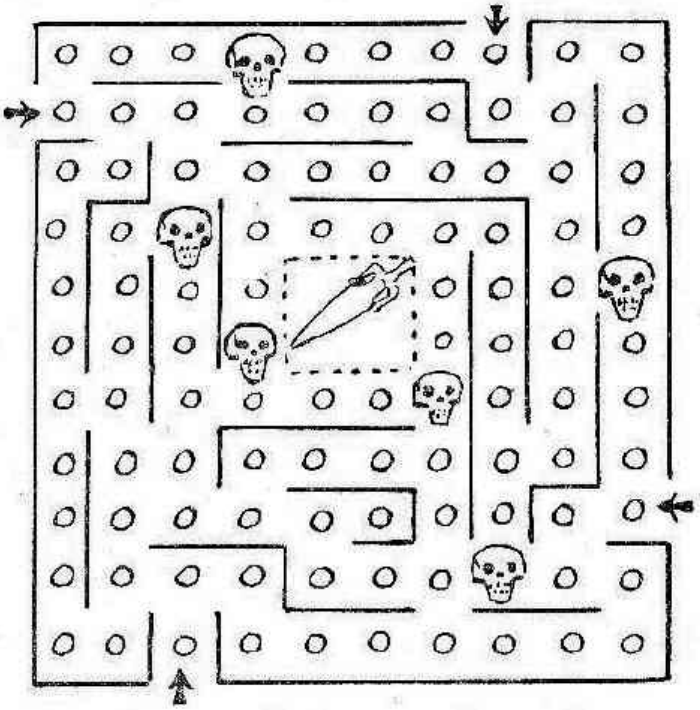
RACE FOR THE POWER SWORD

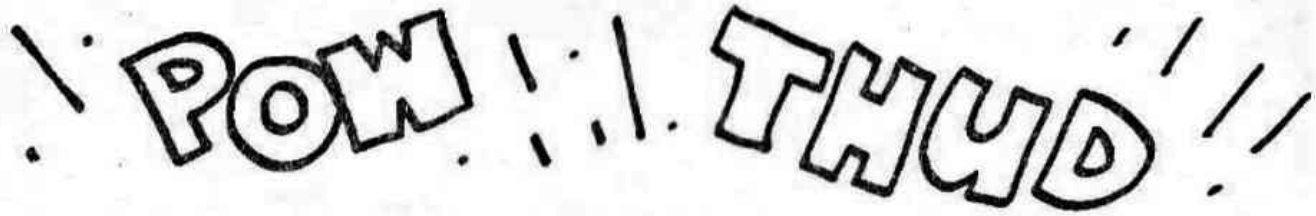
Taking turns, players move 1, 2 or 3 dots in any direction, working their ways through the maze. Players try to collect the most points and/or block their opponents. They may not claim a dot already claimed or cross a barricade. POINT VALUES: Each dot counts as one point, each skull counts as five points, and the first player to reach the POWER SWORD receives five points. The game is over when a player reaches the POWER SWORD or is blocked. Highest score wins. Each player begins by choosing an arrow as a starting point.



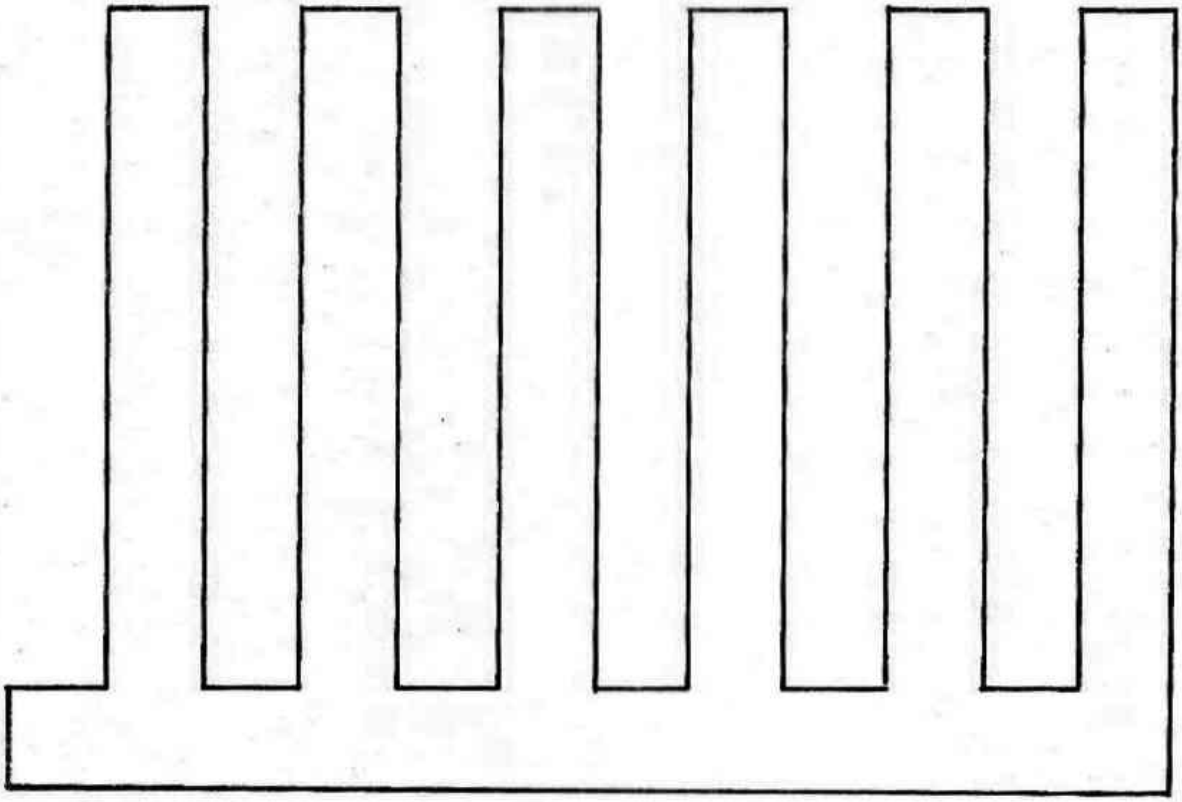


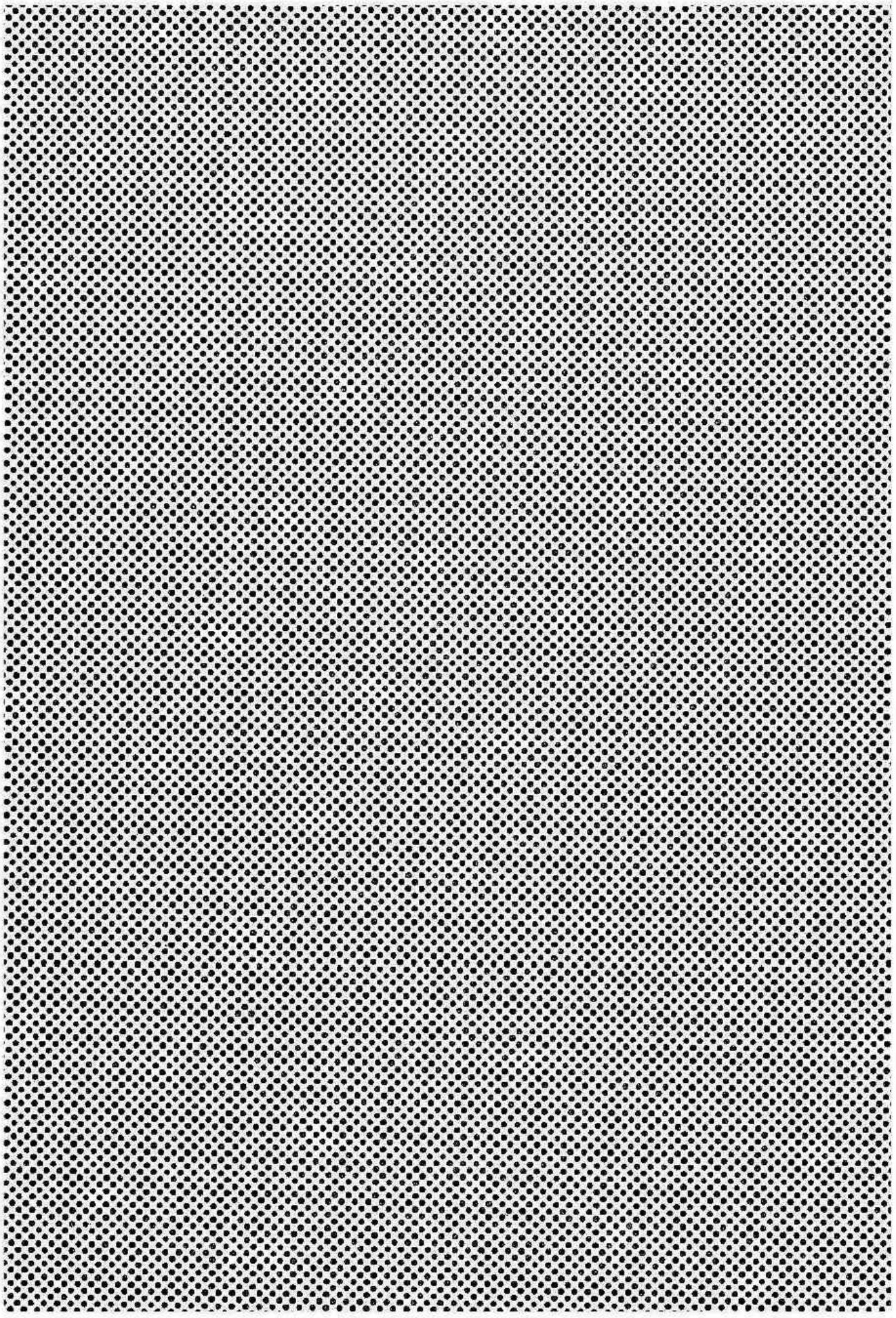






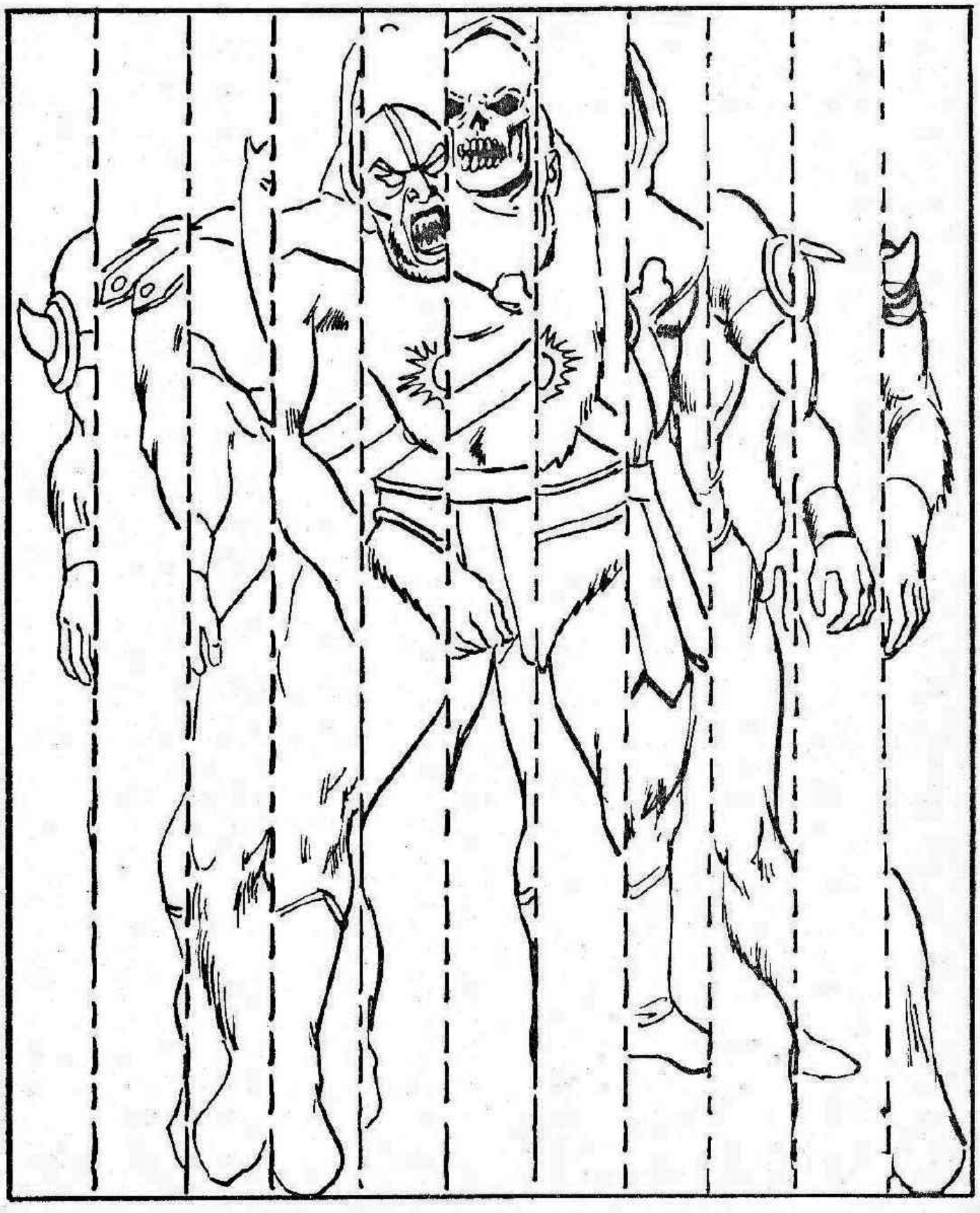
SKELETOR trapped HE-MAN and a fight has begun. The winner of this battle will rule Eternia. Cut around the set of bars; lay them on the picture. Move the bars back and forth to see what is happening.

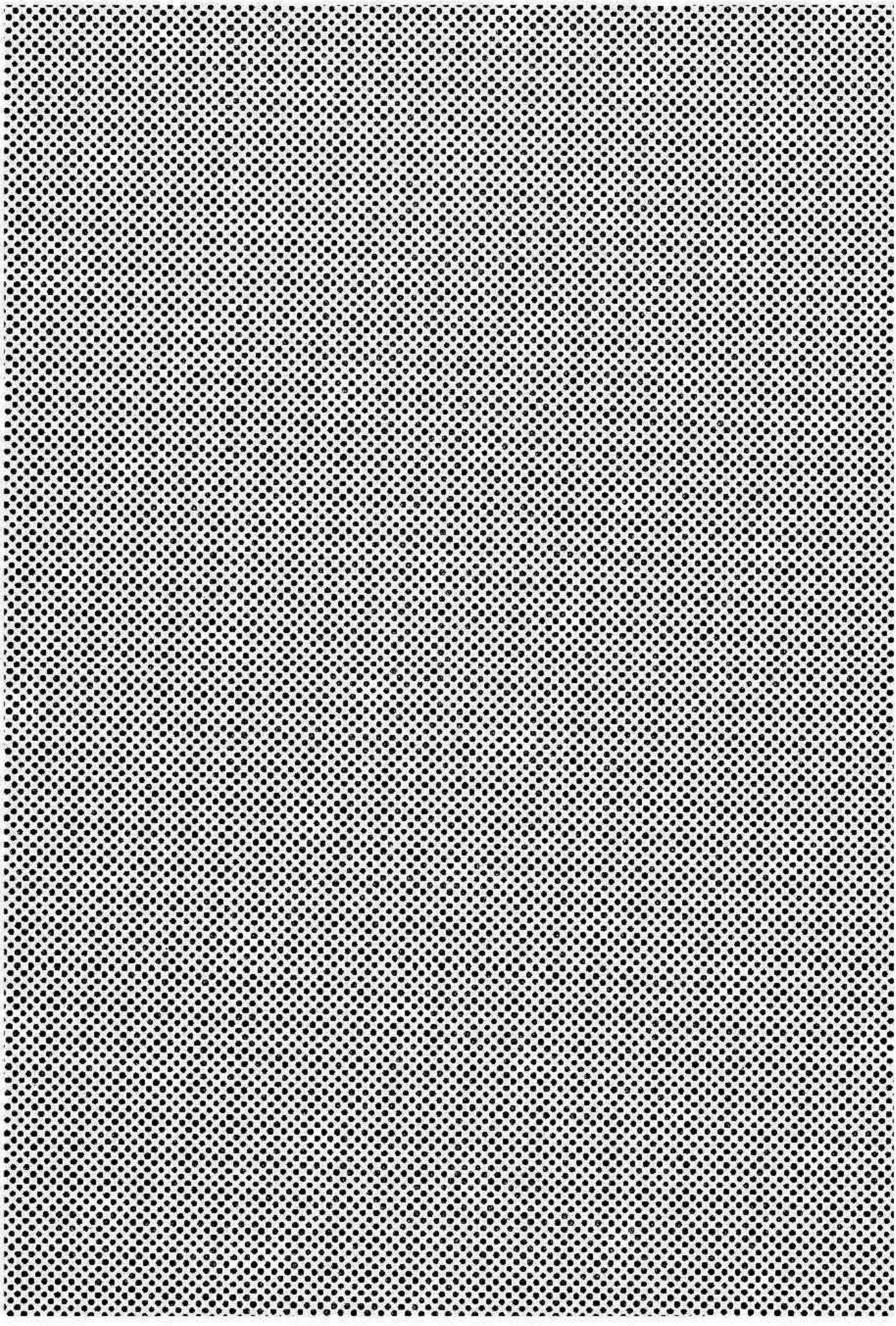




DOUBLE TROUBLE

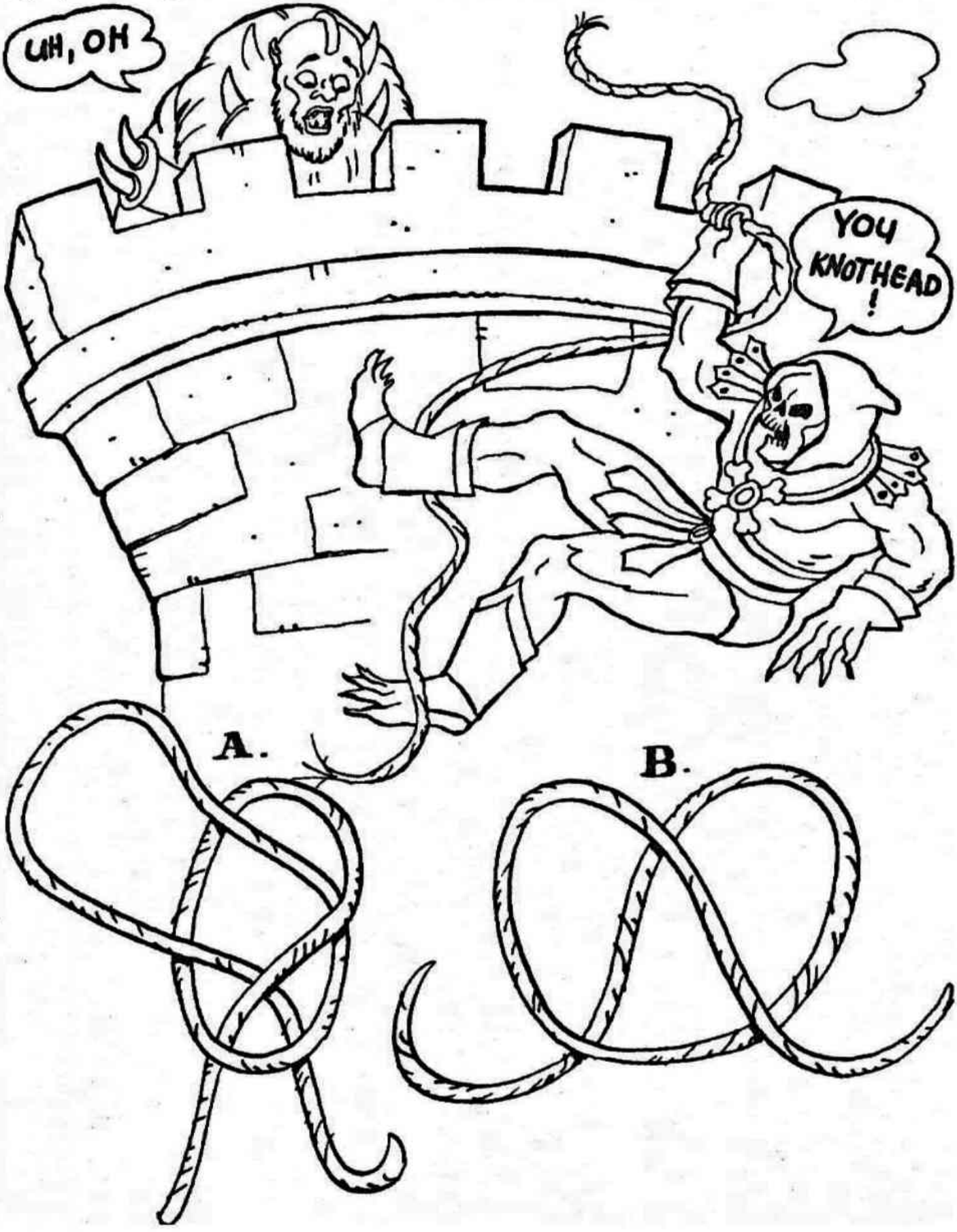
Cut out the picture on this page. Fold on dotted lines back and forth like a fan. Turn slightly from left to right to see what trouble awaits HE-MAN.

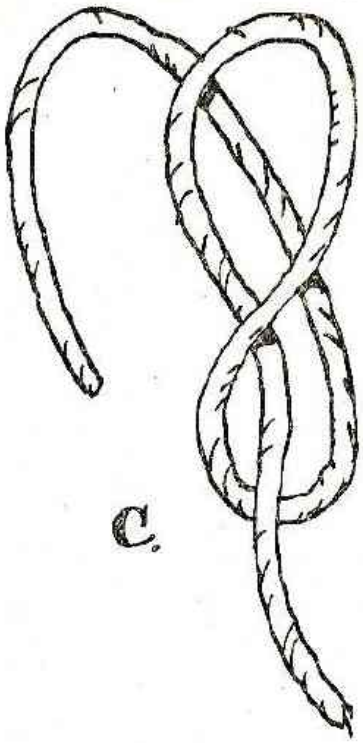




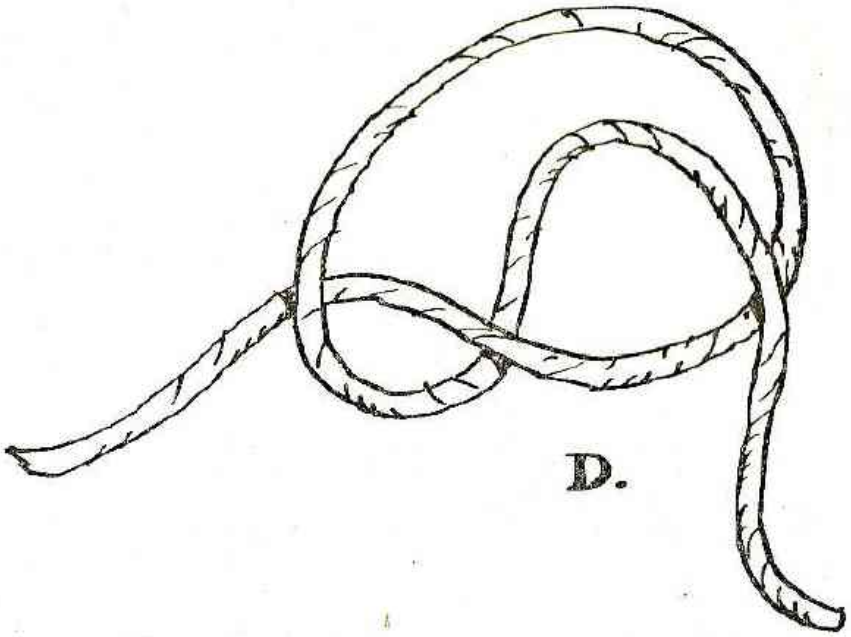
A KNOTTY PROBLEM

It looks like BEAST MAN doesn't know the ropes when it comes to invading CASTLE GRAYSKULL! Only one of these ropes will form a knot when pulled tight, creating a sturdy line to climb. Which one is it?

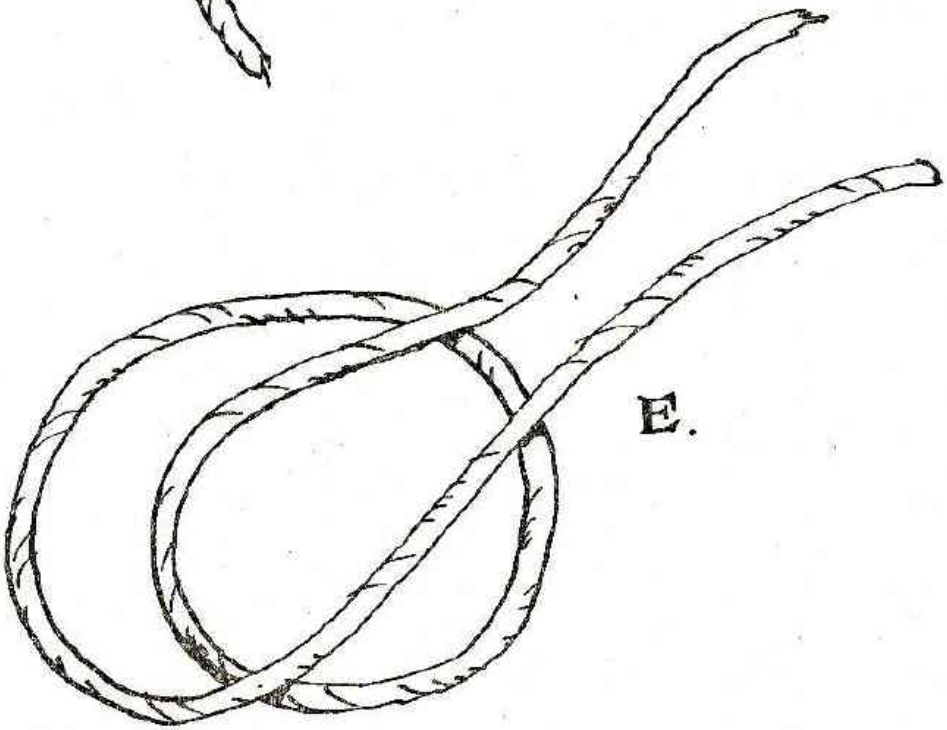




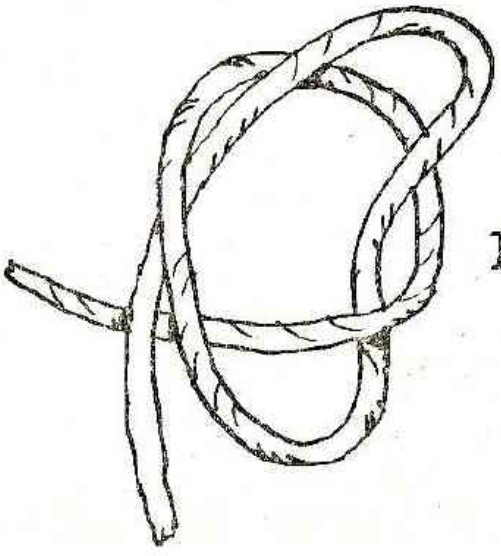
C.



D.



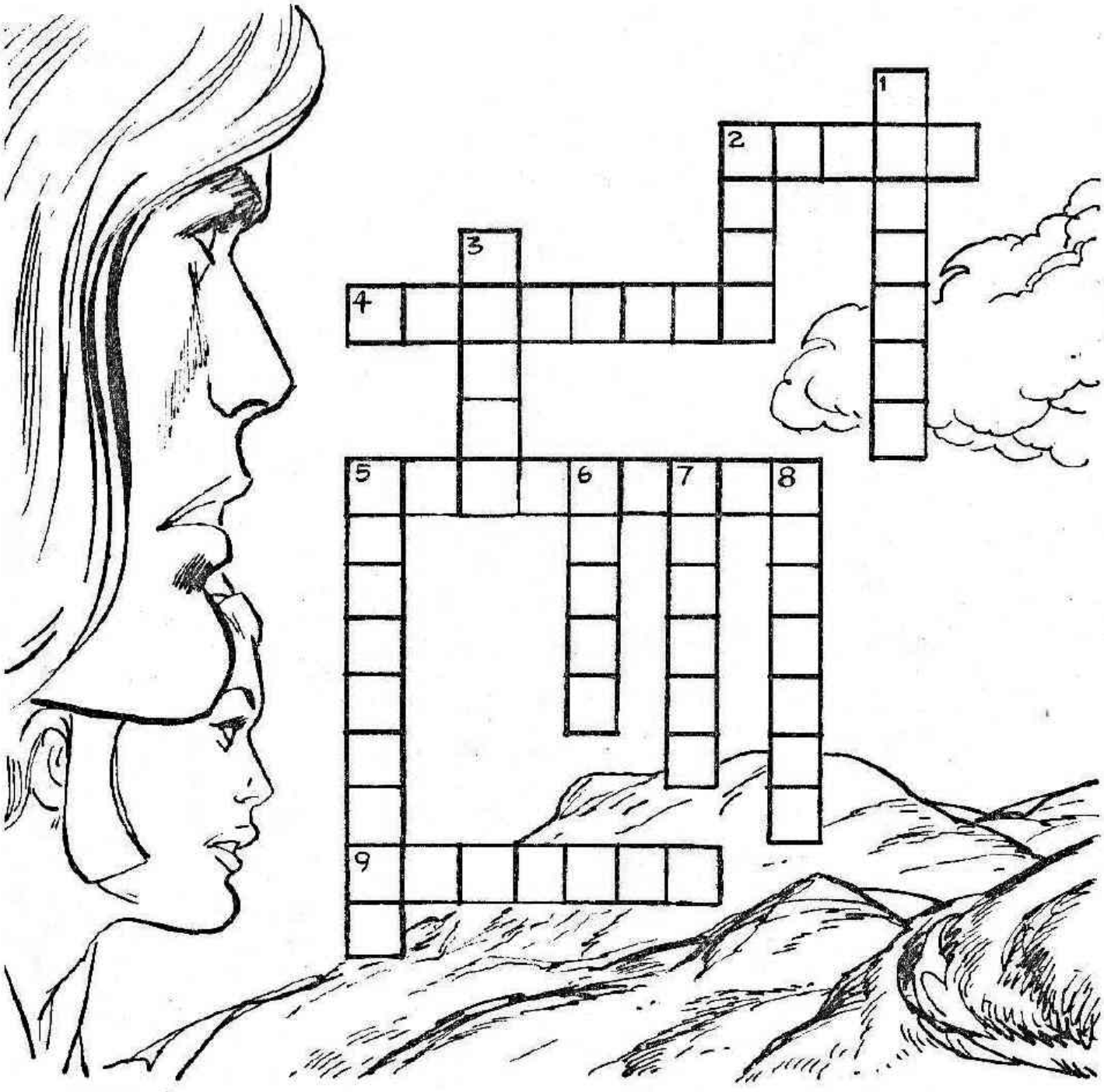
E.



F.

WHO'S WHO CROSSWORD

Use the clues to help you identify the MASTERS OF THE UNIVERSE.



DOWN:

1. The evil counterpart to BATTLE CAT.
2. The fighting falcon sent by the Sorceress.
3. The most powerful man in the universe, the hero.
5. Human, robot and monster.
6. She is a mighty warrior and comes to the aid of HE-MAN.
7. The human battering ram.
8. The winged-warrior, lord of the skies.

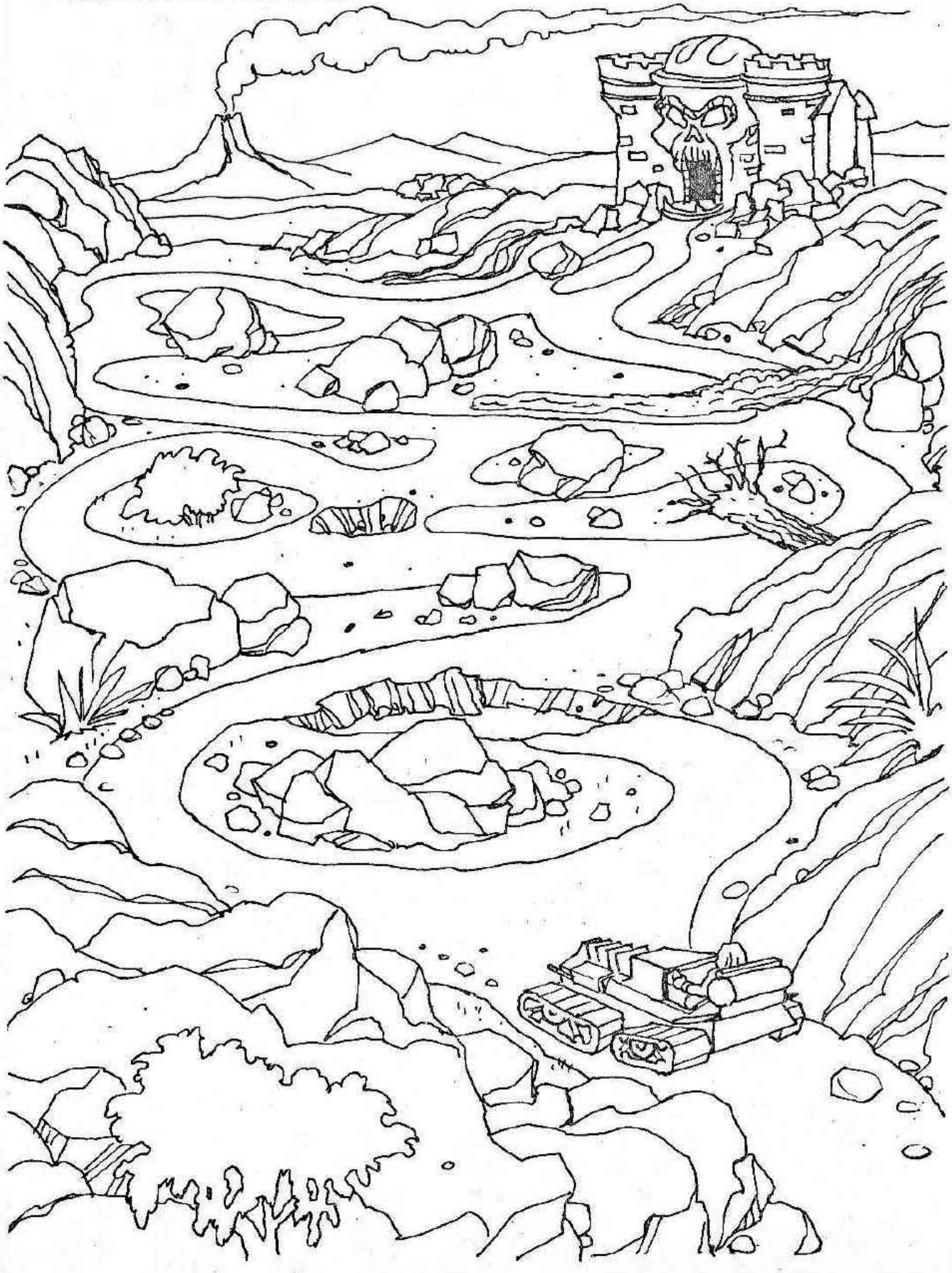
ACROSS:

2. The cosmic enforcer who knows the future and destiny of all.
4. The most evil character of all.
5. HE-MAN's most trusted friend.
9. The evil counterpart to TEELA.

Answers: Down: 1. PANTHOR, 2. ZOAR, 3. HE-MAN, 5. MAN-E-FACES, 6. TEELA, 7. RAM MAN, 8. STRATOS.
Across: 2. ZODAC, 4. SKELETOR, 5. MAN-AT-ARMS, 9. EVIL-LYN.

ROCKY ROADS

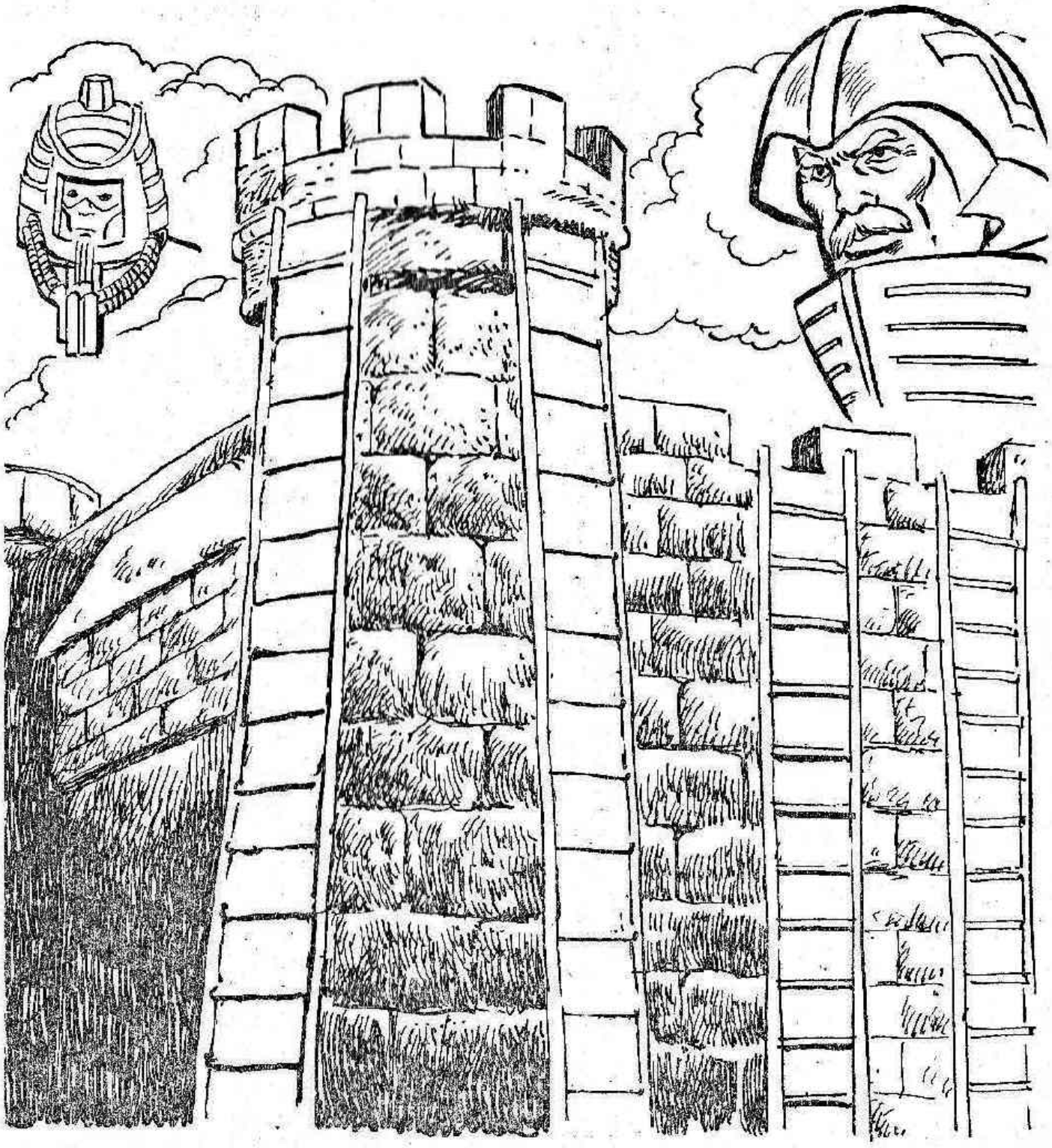
Help HE-MAN drive the ATTAK-TRAK through the rocky terrain to CASTLE GRAYSKULL.



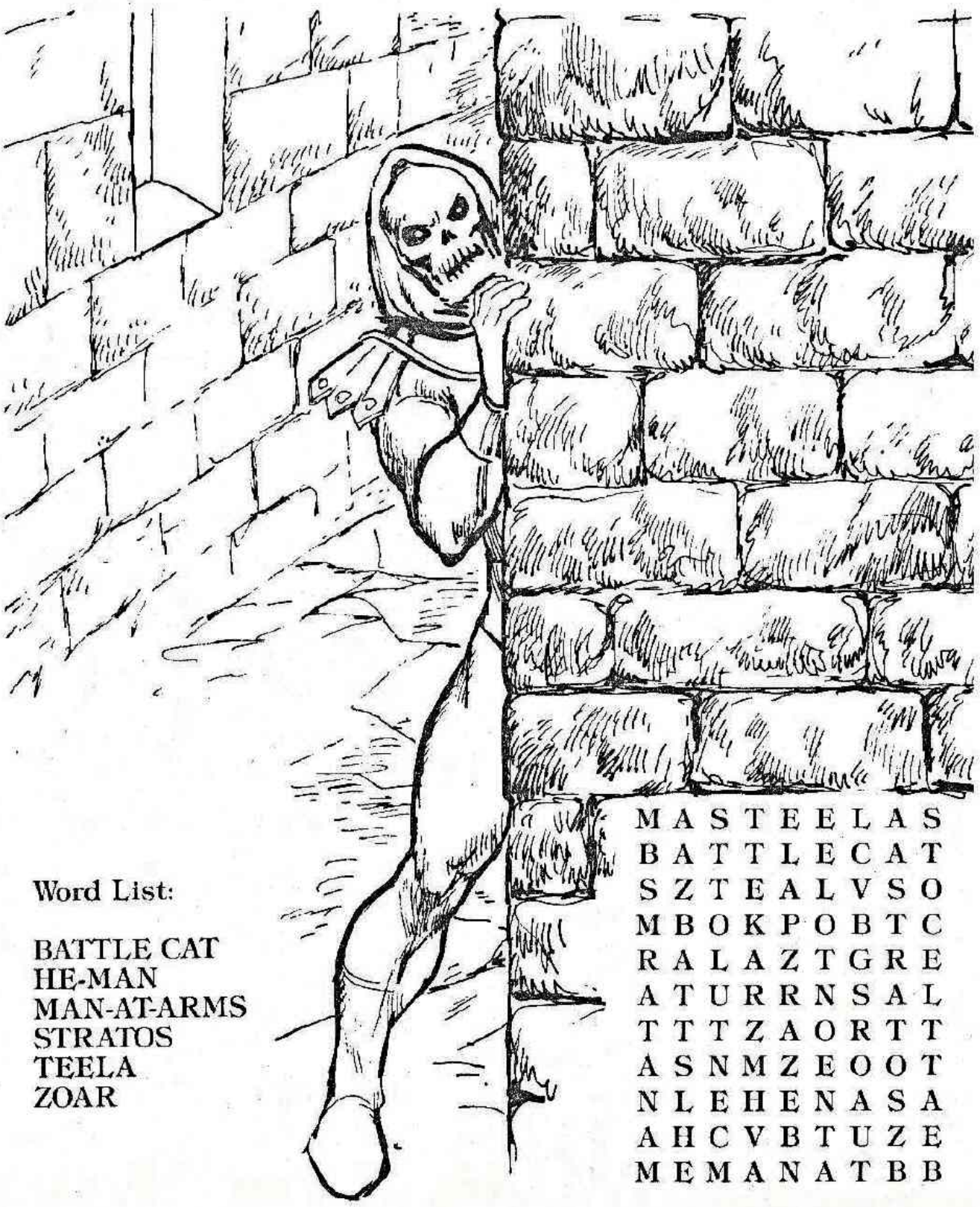
EVIL PLAN

MAN-E-FACES plans to enter the castle by climbing the tower. MAN-AT-ARMS will try to beat him to the top of the tower and stop him from entering the castle. Decide who will be each player. Beginning at the bottom of the ladder, players take turns climbing by writing their initials on the rungs of the ladder. Each player may initial 1, 2, or 3 rungs in a turn. Whoever uses the best strategy to reach the top first is the winner.

Use the extra ladders to play more games!



The evil-doers of Eternia have decided to put their malicious minds together and are meeting in the dungeon, just feet below their enemies. Circle words up, down, across, back and diagonally to catch them before they spy on their enemies.

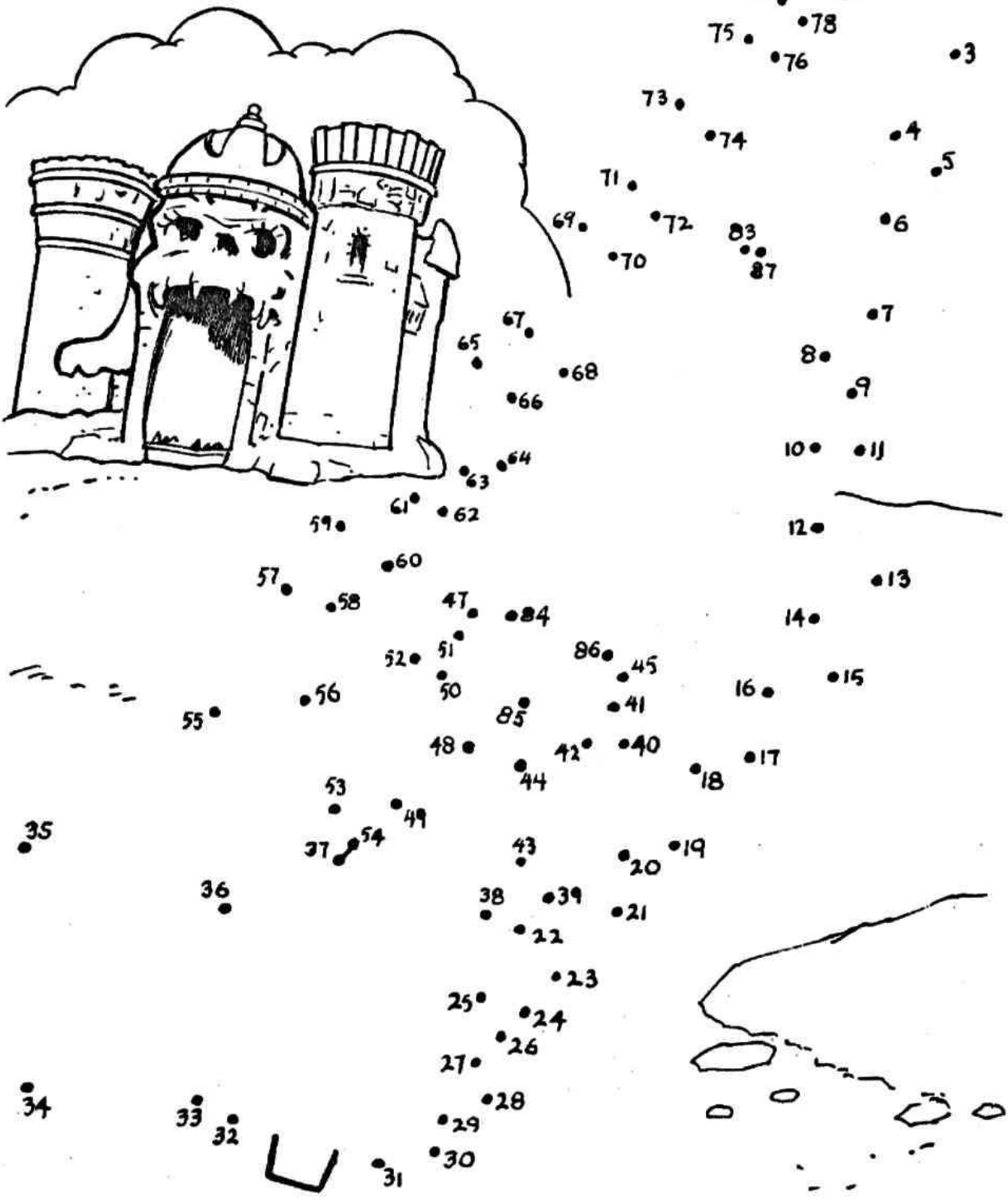


M	A	S	T	E	E	L	A	S
B	A	T	T	L	E	C	A	T
S	Z	T	E	A	L	V	S	O
M	B	O	K	P	O	B	T	C
R	A	L	A	Z	T	G	R	E
A	T	U	R	R	N	S	A	L
T	T	T	Z	A	O	R	T	T
A	S	N	M	Z	E	O	O	T
N	L	E	H	E	N	A	S	A
A	H	C	V	B	T	U	Z	E
M	E	M	A	N	A	T	B	B

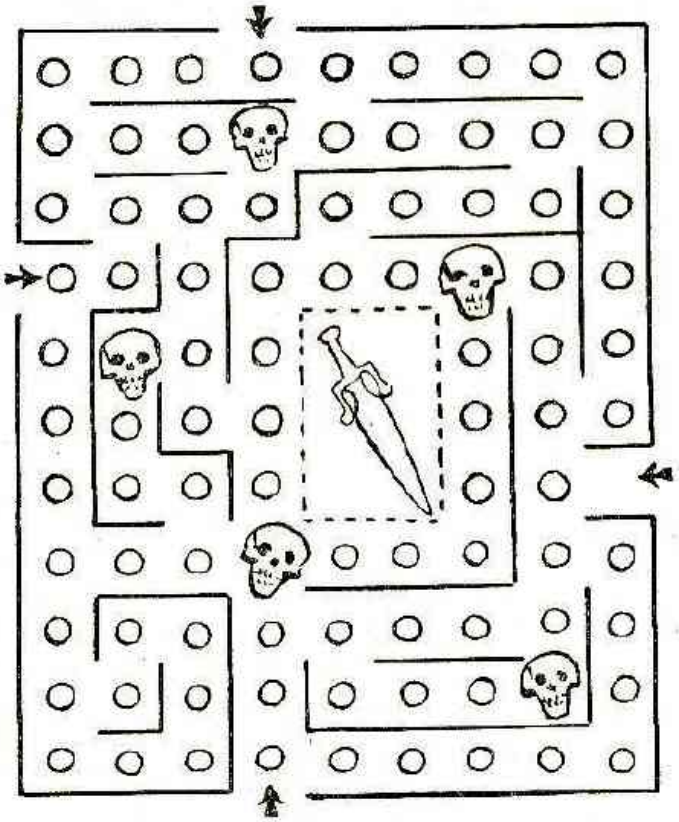
Word List:

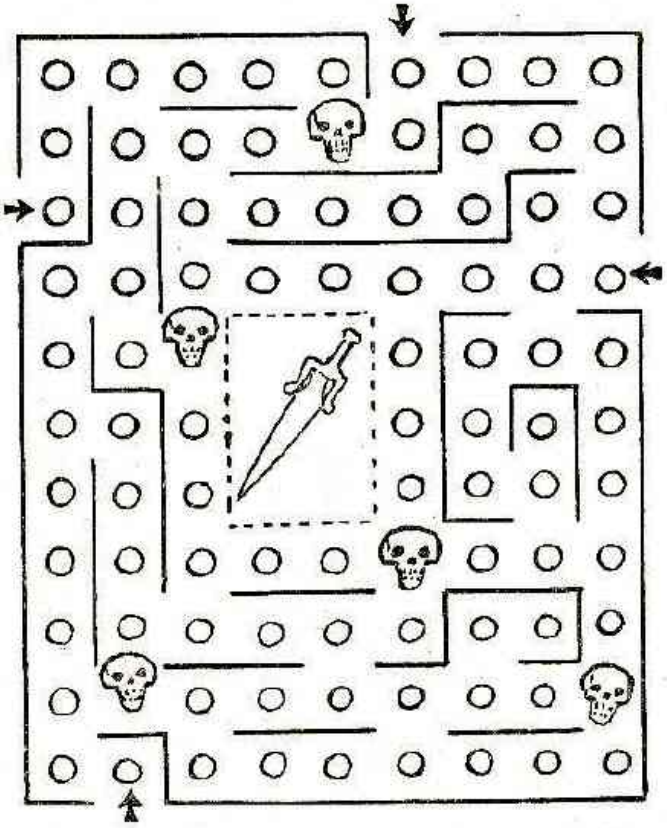
BATTLE CAT
HE-MAN
MAN-AT-ARMS
STRATOS
TEELA
ZOAR

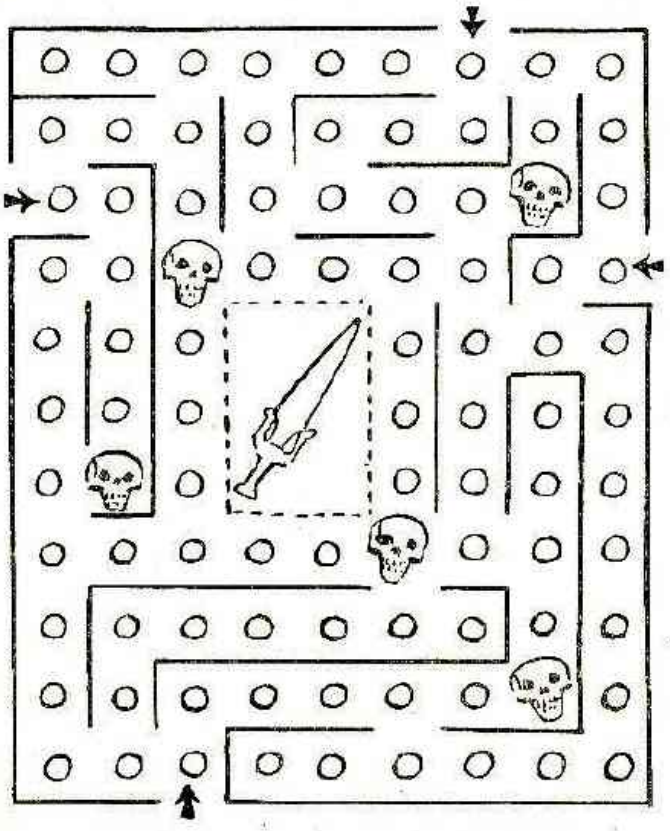
Connect the dots to see what is needed to understand the secret powers of CASTLE GRAYSKULL.

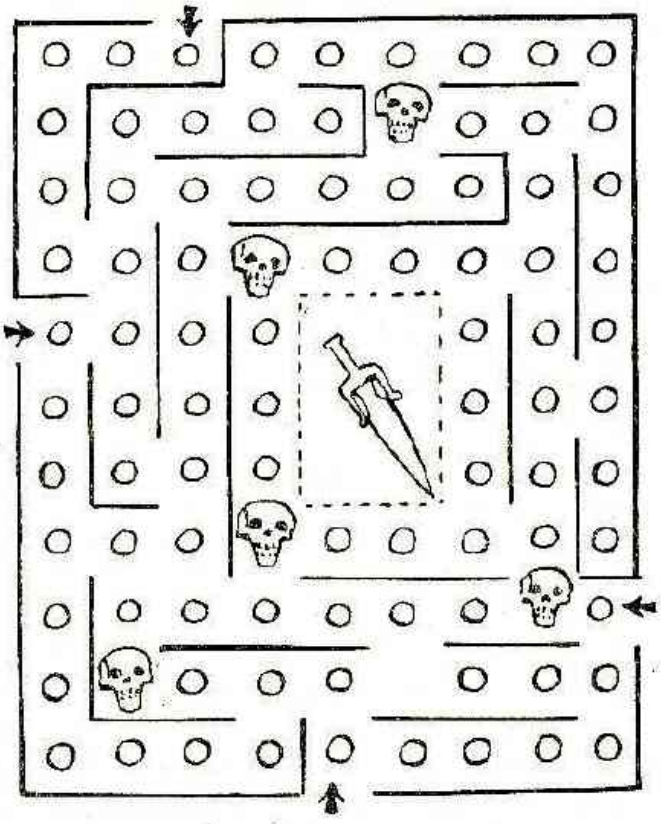


More: RACE FOR THE POWER SWORD









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